

If you have at least one of each of Roach, Perch and Flounder, take the topmost Small Species trophy if you haven't already.

The action for a "1," "1," on the port space is either:

- fill one zone on your player board with bait from the bag. If you draw the clear piece, put all the discarded bait back into the bag, draw a new piece, then put the clear piece back in.

- take a Master Angler card from the display or the deck. If you took from the display, refill it from the deck.

For "2," "2," a "1," "1," actions: two fills, two Master Anglers, or one of each in either order.

Tackle

All tackle is discarded when used. You may use more than one piece of tackle at

a time. If the tackle pile is emptied, randomise the discards.

The Rod lets you catch a fish in the same Zone but a different Location (e.g. you empty compartment 3 with a purple or green action, but you may choose to catch a fish from zone 3 of the River or the Lake instead).

The Line lets you catch a fish in an orthogonally adjacent Zone at the same Location (e.g. you empty compartment 3 with a purple or green action, but you may choose to catch the fish in zone 4 or 5 instead).

The Lure lets you remove any two pieces of bait of the same colour from your board. This may cause you to catch more fish.

The Reel lets you exchange any two pieces of bait on your board.

End game and scoring

Once the end game is triggered, each *other* player gets one final turn.

For each of Shore, River and Lake, select from your catch at most one fish of each species to submit to the contest. The player with highest total weight gets the top trophy from that location, etc. Ties for weight break in favour of the player submitting the fish with the earliest time stamp.

For each fish *submitted to the contest* with a tag colour matching the tag chosen at the beginning, score 1 point.

Final score is the sum of:

- Point value of trophies
- per completed Master Angler card
- per matching-colour-tagged fish sent to the contests

Coldwater Crown

Roger's Rules: Firedrake/BGG

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Setup

Place board in centre of table.

For all variable value trophies, use:

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For each of Shore, River and Lake fish, shuffle the appropriate small cards and place them in the corresponding deck space (showing the side with fish name and weight range). Stock the four fishing spaces with one card each. Place the corresponding Trophies in their space, stacked low to high value.

Randomly draw a coloured Tag tile and place it in the Tagged Fish space. Other Tag tiles will not be used.

for random drawing.

corresponding action.

1: Place your Angler token on an empty space on the board, and do the

Turn

turns in rotation.

Select a random start player and take

players are set up.

Each player draws 3 bait pieces for their "3" zone, and 4 for their "4" zone. If you get the clear piece, discard it and draw again, adding it back to the bag when all

players are set up.

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Each player draws 3 bait pieces for their

"3" zone, and 4 for their "4" zone. If you

take the corresponding trophy. You may

only take each trophy once in the game.

For each zone you have emptied, you

catch the fish from the corresponding

zone in the location of that colour. Refill

the zone from the deck. If the zone

cannot be refilled, you have triggered the

end game.

If you have emptied Zone 5, you receive

a random Tackle token. You may play it

from the next action, not at once.

If you have emptied Zone 6, you may

choose to catch the fish on the top of the

deck rather than the one in zone 6.

If you have eight different species, or

twelve fish total, take the corresponding

trophy if it's available and you haven't

already. If you take the "first to 12"

trophy, you have triggered the end game.

If your fish exactly matches the topmost

Mystery Weight trophy, take that token.