the ANGLER'S GUIDE to

FISHING



Always Board

NEVER BORE REGRETS

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1-5 Players | Ages 16+ | 30 Min/Player

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INTRODUCTION

BEING MARRIED TO THE SEA IS A TOXIC RELATIONSHIP

Look, you haven't exactly lived a model life. You're not proud of some of the things you've done, but fishing keeps your mind off of it all. The endless ritual of casting and reeling. The quiet solitude. The boundless mysteries that lie at the end of that thin tether into the deep unknown. It's a tonic against a mad world.

And the world *is* mad. Over 200 years ago, Edmund Halley and his entire crew vanished on an expedition to the corners of the sea, convinced that Earth was hollow. People dismissed it as the infirmity of old age, but the centuries that followed have given new consideration to the veracity of his claims. Recently, Rocabarraigh, a fishing island off the coast of Scotland, disappeared without trace. A school of worms with *human fingers* choked the nets of trawlers in the North Sea. An enormous, unidentifiable mass washed ashore in Hamnøy. The usual solace of the sea is soured by omens that are hard to ignore. Did Halley find his Hollow Earth? Or did he find more than he bargained for? And in so doing, did he set in motion events that would change the course of history? These are times of high strangeness. End times.

But we must fish. No matter what we reel in, we must keep casting. It's the only sane act in an insane world. Just cast and reel. To stop would be to give in to your self-doubts, and lose your grip on reality.

Push the boat out. Inhale the briny air. Choke down your troubles. Cast. Reel.

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FIRST PLAYER MARKER

LIFE PRESERVER

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5 MADNESS CUBES

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25 DINK CARDS

10 ROD CARDS

117 FISH CARDS

10 REEL CARDS

10 STARTING PROVISION CARDS

20 SUPPLY CARDS

TWO-SIDED MADNESS TRACKER /OCEAN SURVEY BOARD

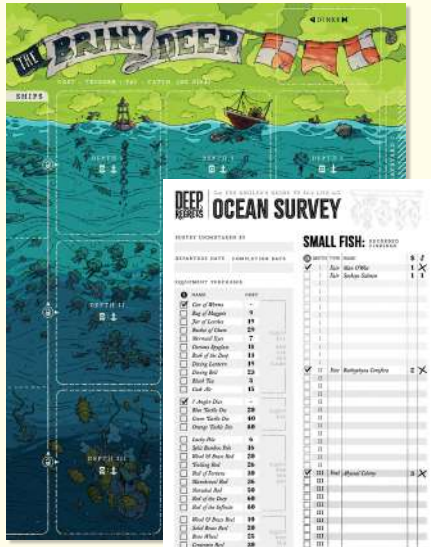
10 REFERENCE CARDS



PORT BOARD



5 TWO-SIDED ANGLER BOARDS



SEA BOARD

OCEAN SURVEY PAD



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AN OVERVIEW

In Deep Regrets, you spend a week at Sea, competing against other anglers to reel in the most valuable haul of Fish while repressing your Regrets and managing your Madness.

On each of six Days, players roll dice to determine their energy for the Day, and then decide whether to stay at Sea and Fish, or Make Port to sell and resupply. Each Day proceeds with players taking turns, in clockwise order, until all players have passed. At the end of the week, players calculate their scores and the highest wins.

BUT THERE'S A CATCH

Regrets. They can creep up on you. There are bigger rewards to be won by acquiring more and more Regrets, but push your luck too much and you could stand to lose a great deal. At the end of the game, the player with the heaviest burden of Regrets has been wracked with guilt, overcome by Madness, and must suffer grave consequences, discarding one of the trophy Fish they've mounted during the game.

Can you still win with the most Regrets? *Maybe*. But it's a difficult albatross to bear.



EDMUND HALLEY

1656 - 174?

English Astrophysicist and Mathematician known most prominently for predicting the appearance of the comet that shares his name. He also turned his attention downwards, creating a diving bell in which he spent four hours under water, giving himself barotrauma. His legacy was later overshadowed by the publication of his widely disputed theory that Earth was hollow. He disappeared in 1740 on a sea voyage north to find the truth.



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PLAYER SETUP

1. Each player takes an Angler Board and places it in front of them, either side up. They are all functionally identical.

2. Give each player:
   - 1 Fishbuck tracker in their color (place it on the 0 space)
   - 3 Player Dice in their color
   - 2 Reference cards
   - 1 Can of Worms card
   - 1 Lifeboat card

3. The first Day is always spent at Sea, so place each player's Boat at Depth I.

4. Give the first player marker to the person who has had the most regrettable day.



1





3

2







4



6

5



9



8

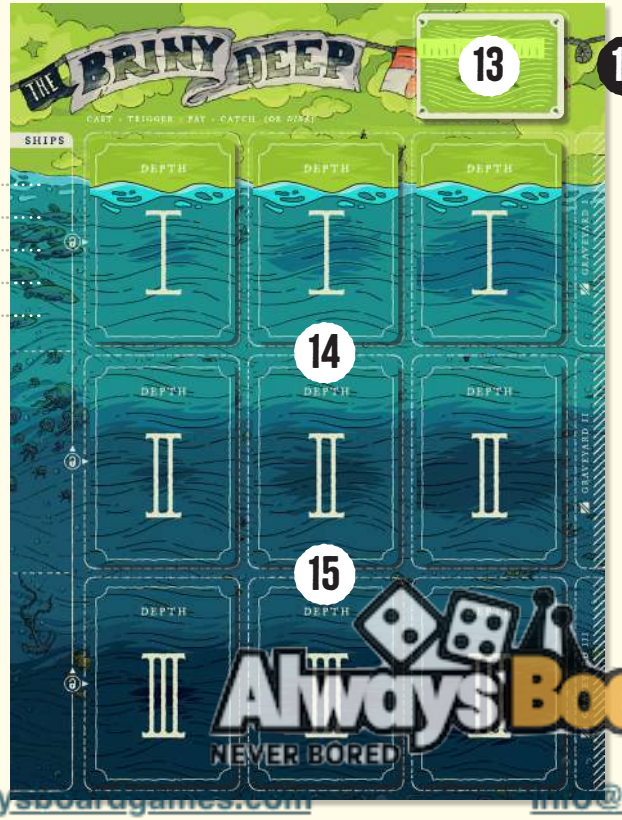
Regrets Discard



7



10



12

Depth I Graveyard

16

Depth II Graveyard

Depth III Graveyard

PORT SETUP

5. Place the Port board at the end of the table.

6. For a normal game (30 min/player), place the Day tracker on Monday. For a shorter game (20 min/player), place the Day tracker on Tuesday.

7. Place all Tackle Dice into the dice bag, place the bag nearby.

8. Shuffle all the Regret cards, then take 10 cards per player and place them in a single pile next to the Port board, creating the Regrets deck. Return the rest to the box.

9. Shuffle the Rods, Reels, and Supplies decks and place them below the Port board face down in the appropriate spots.

10. Place the Life Preserver, Fishcoin and Omen Die nearby.

11. Place the Madness tracker nearby, and place each player's Madness cube on the top row.



11

SEA SETUP

(ALSO USED IN SOLO/CO-OP MODE)

12. Place the Sea board beside the Port board.

13. Shuffle the Dinks deck and place it in the designated space at the top of the board.

14. Shuffle all Depth I Fish and deal them out in piles of 13 to form a row of three Shoals at Depth I.

15. Do the same for Depths II and III.

16. Leave space for Graveyards to the right of each Depth row.

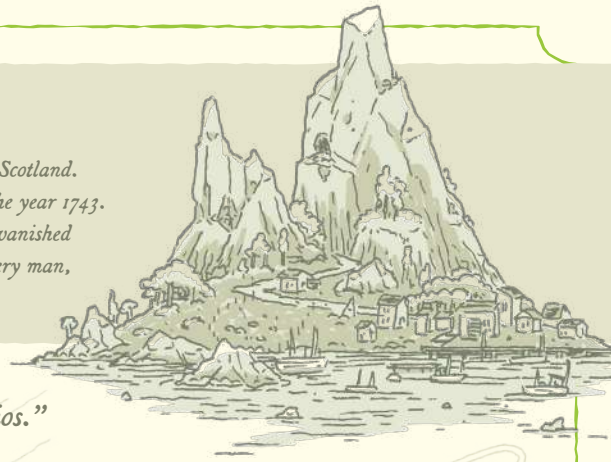
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HOW TO PLAY:
THE FOUR DAY PHASES

EACH DAY IS PLAYED IN FOUR PHASES:
START, *REFRESH*, *DECLARATION*, AND *ACTION*.

ROCABARRAIGH

A small fishing village off the north coast of Scotland. There is no record of Rocabarraigh prior to the year 1743. As mysteriously as it appeared in history, it vanished again in 1909 without trace—along with every man, woman and child on its mud-caked streets.



"Nuair a thig Rocabarra ris,
is dual gun tèid an Saoghal a sgrios."

PHASE I
START

NOTE: Skip this phase on the first Day

1 RED SKY AT MORNING:

Move the Day tracker up, pass the first player token clockwise, and discard all revealed Fish at Sea. Trigger any Day effects shown on the Day tracker:

Wed/Fri: All players flip their Can of Worms face-up.

Thur: Pay day! All players gain 3 $.

Sat: All players take one orange die from the bag. If there are not enough available, all players take one green die instead. If there are still not enough available, all players take one blue die instead.

2 REEL IN

All players at Sea must move their Boat up one Depth, if they are not already at Depth I.

PHASE II
REFRESH

1 MUSTER YOUR COURAGE:

Each player takes all dice from their Spent Pool, adding any number of dice from their Fresh Pool, and rolls them. They then choose dice to place into the Fresh pool until their Max Dice limit is reached (see Madness p.21). Any remaining dice are placed into the Spent Pool.

2 THROW THE LIFE PRESERVER:

The player who has the highest total of Fresh dice values (and, in case of ties, is earliest in turn order) takes the Life Preserver and gives it to *another* player of their choice.

THE LIFE PRESERVER

may be discarded at Sea to reduce the Difficulty of a single Fish by 2 or at Port to reduce the cost of visiting a single Shop by 2 $.

PHASE III
DECLARATION

NOTE: Skip this phase on the first Day

1 SET YOUR BEARINGS:

Starting with the first player and proceeding clockwise, each player declares whether they will spend the day at Sea or Port by placing their Boat in the appropriate location. Players who were at Port on the previous day *must* return to Depth I at Sea.

2 EQUIP ROD & REEL:

If they own any Rods or Reels, each player may select one Rod and/or one Reel to equip by placing them beneath their player board in the appropriate space. These remain equipped until the next Declaration phase.

PHASE IV
ACTION

TAKE TURNS:

Starting with the first player and proceeding clockwise, each player can take one action or pass. The actions a player can take on their turn depends on whether they are at Sea or at Port. If a player cannot take an action, they must pass. This continues until all but one player has passed. Once a player has passed, they are skipped in the turn order and can no longer take actions OR free actions until the next Day.

PASSING REWARDS: When a player first passes AND each time they are skipped in the turn order, they may either draw a Dink or discard one random Regret card.

LAST TO PASS: Once all but one player has passed, the remaining player may take two more turns. The day ends immediately after their final turn with no further passing rewards. Play proceeds to the next day.

NOTE: Before a player passes on their turn, they may take any number of free actions.



SEA ACTIONS

ON YOUR TURN, YOU MAY
FISH OR ABANDON SHIP

HOW TO FISH

Ah, the heart of the matter. Fishing is done in four steps. If it ends poorly, don't worry, you'll still get to draw a Dink card as a concession. Follow this process:

YOU NEED DICE TO FISH

You *must* have at least one Fresh die in order to take the fishing action, regardless of your items and abilities.

1. **CAST:** Select a Shoal at your current Depth or above. Once you have selected a Shoal, the top Fish of that Shoal is "on the hook" and you may not fish in any other Shoal this action. If the top Fish of the Shoal is face-down, reveal it by flipping it over so all players can see it. If the top Fish is already revealed, skip to step 3.

2. **TRIGGER:** If you revealed a Fish with this action, check to see if it has any *reveal* abilities. If so, resolve them now before proceeding.

3. **PAY:** Check the Fish's Difficulty in the upper right-hand corner of the card. To catch the Fish, you must spend dice equal to or greater than the Fish's difficulty. Spent Player Dice are moved into the Spent Pool, spent Tackle Dice are put back into the dice bag. You cannot spend half-dice, so any additional points on the dice spent over the Fish's difficulty are lost. If you cannot afford the Fish's Difficulty or choose not to pay it, you must spend one die of any value and draw the top card of the Dink deck instead.



4. **CATCH:** If you catch a Fish, check if it has any *catch* abilities and resolve them, then take the Fish into your hand and keep it hidden from other players. You may encounter some Fish that cannot be caught, are discarded after a triggered effect, or are given to other players when revealed. With each fishing action you may only try to catch one Fish, no matter the outcome, then your turn ends.

OVERFISHING

If you ever catch the last Fish in a Shoal, immediately draw one Regret card. Players can no longer Fish from this Shoal. If the Sea is ever empty, the game ends immediately.

Note: If a fish has no printed cost, its cost is 0, or an item or ability reduces its cost to 0, you don't need to spend any dice in order to catch it.

HOW TO ABANDON SHIP



Once per game, if you are at Sea and your lifeboat is face-up, as an action, you may flip over your lifeboat to immediately Make Port. Move your Boat to the Port Board, and follow the procedure for Making Port (p.17). You can now only take Port actions for the rest of the Day.

It's a drastic act, but sometimes necessary. Once the lifeboat is face-down, it can never be flipped back over. At the end of the game, a flipped lifeboat increases your Regret Value by 10. A flipped lifeboat does not count as a Regret card when calculating Madness. You cannot abandon ship once you have passed.

FREE ACTIONS

You may also do any of the following on your turn, they don't count as actions. You may eat any number of Fish and use any number of items or Dinks on your turn.

DROP SINKERS:



Before fishing, you may spend a die of any Value to move your boat down one Depth. You must spend one die for each Depth you wish to descend. Your Boat remains at this Depth until the start of the next day, when it will move up one Depth.

USE YOUR CAN OF WORMS:

Before revealing, you can flip your worms to peek at a Fish and decide to put it back on either the top or bottom of the Shoal.

EAT FISH:

If a Fish has an *eat* ability, it may be used at any stage of the fishing process by discarding the Fish from your hand.

USE THE LIFE PRESERVER:



If you have the Life Preserver, you may discard it to reduce a single Fish's Difficulty by 2.

USE DINKS & ITEMS:

Some Dinks, Rods, Reels and Supply items can be used at Sea for various benefits.

CATCHING DINKS

If you cannot afford the Difficulty cost of a Fish, or choose not to pay it, you must spend one die of any Value and draw the top card of the Dink deck instead. Any uncaught Fish remain revealed until the start phase of the next Day, when they are discarded.



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FISH ANATOMY

WE'RE USING THE TERM "FISH" VERY LOOSELY HERE.

Some of these things are very clearly not Fish. Some of them completely defy description. Nevertheless, they mostly all have a few things in common.

VALUE:
This is the Value of the Fish, both for selling at Port and for scoring at the end of the game. *Note: Fish Value is affected by madness but cannot decrease below zero.*

NAME:
If you need to get the Fish's attention, this is the name to use.

DIFFICULTY:
This is how hard the Fish is to catch. When fishing, you must spend dice equal to or greater than the Fish's Difficulty in order to catch it.



SELL EFFECT:
All Foul Fish cause you to draw one Regret card when sold. You ruined somebody's day, you monster.

SIZE & TYPE:
This states how big the Fish is, and whether it's a Fair Fish or a Foul Fish.

ABILITIES:
Any *persistent*, *reveal*, *catch*, or *eat* abilities are listed here.

LORE:
A fact or observation about the Fish. Has no bearing on gameplay.

DEPTH:
A reminder of the Depth from whence the Fish came.

DINKS are small catches used for bait, discounts, and more. They do not count as Fish, they are unaffected by Madness level, and they do not count for scoring. If you need to draw a Dink but the deck is empty, you instead get nothing.



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HOW TO IDENTIFY

FISH DIFFICULTY

Using some deduction, you can speculate about how hard a Fish will be to catch. There are three sizes of Fish—small, middling and large—each with consistent ranges of Difficulty at each Depth. You can see from the shadows on the back of each card what size a Fish will be, then refer to the chart here or on the player reference cards to see the potential range of Difficulty.

DIFFICULTY RANGE BY SIZE & DEPTH

DEPTH	SMALL	MID	LARGE
I	0-2	1-3	2-4
II	1-3	2-4	3-5
III	2-4	3-5	4-?

Every player has a reference card with this chart. Always do your research before wildly revealing Fish!

SMALL SHADOWS are almost completely covered by the numeral

MIDDLING SHADOWS nearly touch the borders on the card

LARGE SHADOWS exceed the edges of the card





PRO TIP: THE BIGGER THE BETTER

Larger Fish generally have higher Value to Difficulty ratio. Will you take a chance at revealing something larger and more valuable at the risk of it being too difficult to catch? Or will you play it safe?

PRO TIP: THE DEEPER THE MORE DIFFICULT

Fish of the same size are more difficult to catch at deeper Depths. Make sure you check the correct Difficulty range and are adequately prepared before committing to reveal a Fish.



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HOW TO IDENTIFY

FISH TYPE

There are two types of Fish: Fair and Foul. You can tell a Fish's type by the color of the text and borders on the card, but it is also clearly stated just under the Fish's name, next to its size.

Foul Fish are more likely at lower Depths. The ratio of Foul to Fair Fish can be found below or on the player reference cards.

FAIR:FOUL RATIO BY DEPTH

DEPTH	FAIR		FOUL
I	2	TO	1
II	1	TO	1
III	1	TO	3

Every player has a reference card with this chart. Be scientific, be curious, always check the guide.

PRO TIP: MADNESS AFFECTS VALUE

Fish Values are affected by Madness according to type. Where your Madness lies at the end of the game can have a major impact on your score! Refer to Madness (p.21) for details.



Foul Fish with a Value of 0

Current Foul Value of +1 on the Madness tracker

Fish Value = 1

FAIR FISH

Have blue borders and are things that exist in the normal order of nature.



FOUL FISH

Have green borders and are abominations that have no place in a sane world.



HOW TO IDENTIFY

FISH ABILITIES

There are four potential types of Fish abilities: *persistent*, *reveal*, *catch*, and *eat*. No Fish has all four types, but some have two or, in rare cases, three.

PERSISTENT:

These abilities are always in effect as long as the Fish is revealed.



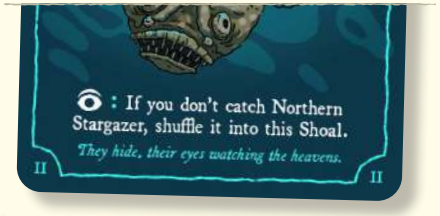
CATCH:

These abilities resolve immediately when a Fish is caught.



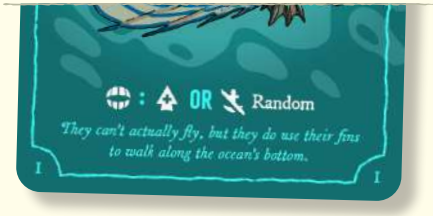
REVEAL:

These abilities resolve immediately when a Fish is revealed.



EAT:

These abilities can be used during your turn by discarding the Fish.





THE FISHCOIN:

If a Fish has an ability that requires the action, flip the Fishcoin and resolve either the heads or tails effect accordingly.



THE OMEN DIE:

If you're lucky enough to catch the Amulet of Agartha, you get to treat this die as one of your player dice. For more details, see p.27.

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PORT ACTIONS

ON YOUR TURN, YOU MAY
SELL, SHOP, OR MOUNT

HOW TO SELL FISH

Choose any number of the Fish in your hand and sell them for their Value, modified by your current Madness. Take the correct amount of $ and discard all sold Fish to their respective graveyards. You cannot have more than 10$ at one time, any additional income is lost. For each Foul Fish you sold, you must ⚓. *(NOTE: Foul Fish always sell for their current Value, before you draw the Regret cards for selling them.)*



Foul Fish with a Value of 3

⚓ *for selling*

Current Foul Value of -2 on the Madness tracker

Fish sells for 1$

Fair Fish with a Value of 3

Current Fair Value of +2 on the Madness tracker

Fish sells for 5$

Track Fishbucks by sliding your tracker left and right



HOW TO SHOP

Choose a Shop you haven't already visited on this trip to Port (you may only visit each Shop once per day). Pay either 1$, 3$, or 5$ and then take the action indicated on the Shop for the amount paid.

ROD & REEL SHOPS

1$: Draw the top card of the deck
3$: Draw THREE cards, keep ONE, shuffle the rest back into the deck.
5$: Draw FIVE cards, keep TWO, shuffle the rest back into the deck.

SUPPLY SHOP

1$: Draw the top card of the deck
3$: Draw THREE cards, keep TWO, shuffle the rest back into the deck.
5$: Draw FIVE cards, keep THREE, shuffle the rest back into the deck.

TACKLE DICE SHOP

1$: Draw ONE die out of the bag
3$: Draw TWO dice out of the bag
5$: Draw THREE dice out of the bag

Immediately roll purchased dice and place them into your Fresh Pool. If you would exceed your Max Dice, place the excess in your Spent Pool instead. Tackle Dice are returned to the bag when they are spent instead of moving to the Spent Pool.

MAKE PORT



Returning to Port is an important time to rest, recuperate and collect yourself for another harrowing Day at Sea. Choosing to return to Port gives you an opportunity to buy equipment that can dramatically increase your chances of catching impressive Fish. It also gives you multiple chances to roll stronger results on your dice—once when returning to Port and once at the start of the next Day.

Immediately upon arriving at Port, whether during the Declaration phase OR when using your lifeboat:

1. **MUSTER YOUR COURAGE, AGAIN** (See *Refresh* phase, p.8)
2. **FLIP YOUR CAN OF WORMS FACE-UP** (If they are not already face-up)
3. **DISCARD ONE REGRET CARD** (This is optional, you can always just sulk)



HOW TO MOUNT FISH

Choose up to three Fish from your hand and mount them in any empty slots at the top of your Angler Board. You may not mount more than one fish per slot. At the end of the game, all mounted Fish's Values will be modified by the multiplier on the slot. *(NOTE: You can never unmount or replace mounted Fish. At the end of the game, the player with the highest Regret Value will lose one of their mounted Fish.)*



FREE ACTIONS

You may also do any of the following on your turn, they don't count as actions:

USE THE LIFE PRESERVER:

If you have the Life Preserver, you may discard it to reduce the cost of a single Shop by 2$.



USE DINKS, ITEMS & FISH:

You may use any number of Dinks and Supply items, and eat any number of Fish on your turn while at Port.



TACKLE DICE VALUES:

Each color of Tackle Dice has different pip values, as indicated here:

- 0·0·1·2
- 1·1·2·3
- 2·3·2·3

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REGRETS

WE ALL HAVE THEM.
SOME MORE THAN OTHERS.

Over the course of the game, you're going to collect a lot of Regret cards—they represent things you've done in life of which you're particularly ashamed. Viewed as a whole, they paint a picture of a life poorly lived.

You must keep your Regret cards face-down in front of you in such a way they can be counted, and you must disclose your number of Regrets cards honestly if asked.



REGRET CARDS VS. REGRET VALUE

A key distinction to note is the difference between your number of Regret cards (which affect Madness level) and your Regret Value (which only affects end-of-game scoring).

NUMBER OF REGRET CARDS

This is public knowledge. It's the physical number of cards you have, regardless of what Value they state on the front. Use this number to determine where you fall on the Madness tracker. A flipped lifeboat does not count as a Regret card.

REGRET VALUE

This is kept hidden from other players. It's the Value on the front of the Regret card, between 0 and 3. At the end of the game, your total Regret Value is the Value of all your Regret cards combined, plus 10 if your Lifeboat is flipped.



3 Regret Cards

VS



8 Regret Value

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DRAWING REGRETS:

When an effect or ability requires you to draw a Regret, take one from the top of the Regrets draw pile at Port, look at it in secret, and put it face-down in front of you. If the draw pile is empty, you must draw from the discard pile. If the discard pile is empty, you must choose another player and take a random Regret from them. If you somehow miraculously have *all* of the Regret cards, well done: you are the most miserable angler of all time.

DISCARDING REGRETS:

When an effect or ability requires you to discard a Regret, select one and place it on top of the discard pile, face-down.

WHEN MULTIPLE PLAYERS DRAW OR DISCARD REGRETS:

If an effect or ability causes multiple players to draw or discard Regrets simultaneously, resolve this by starting with the first player and proceeding in turn order.

A LAMENTABLE NARRATIVE

Each Regret card has a unique Regret on it. At the end of the game, feel free to craft a narrative that ties all of your Regrets together and force the other players to listen to your miserable tale of woe.





HOLLOW EARTH

Based on magnetic readings taken from a compass he developed, Halley posited that Earth was actually hollow, and that there may be another entire world within this one, possibly teeming with life and even civilization.

REGRETS AT THE END OF THE GAME:

When the game is over, all players tally up the total Value of their Regrets, adding 10 points if they flipped their Lifeboat. The player with the highest total Regret Value must discard one of their mounted Fish. (see The End, p.22)



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MADNESS

AS YOUR SANITY SLIPS AWAY,
IT BECOMES HARDER TO IGNORE YOUR REGRETS.

And as your Regrets mount, your sanity slips away. It's a vicious cycle. The further you drift down into Madness, the more reckless you become. You have fewer compunctions, are willing to work longer hours, and manipulate and mislead others. In your desperation you might resort to thievery. Or cannibalism.

There is freedom in this Madness. A freedom that can greatly benefit you, and perhaps help you best the other anglers. But it could also cost you dearly.



TRACKING MADNESS:

Madness is tracked in real time by the number of Regret cards you have. As you draw and discard Regrets, adjust your position on the Madness tracker appropriately.



6 Regret Cards



Place cube at 4-6 Tier on Madness tracker

DIAGNOSING THE

EFFECTS OF MADNESS

FAIR & FOUL VALUES:

Your Madness level affects the Value of all Fish, Fair and Foul, both for selling and scoring. Whenever you sell a Fish, modify its Value according to the Madness tracker. As your sanity slips away, Fair Fish become less desirable and Foul Fish more covetous to you. At the end of the game, modify all your Fish Values according to the Madness tracker.

CARDS	FAIR VALUE	FOUL VALUE
0	+2	-2
1-3	+1	-1
4-6	+1	=
7-9	=	+1
10-12	-1	+1
13+	-2	+2



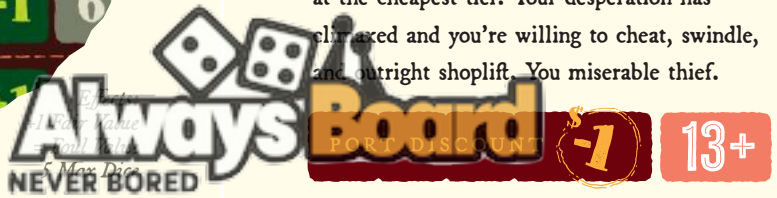
Fair Fish with a Value of 4

Current Fair Value of +2 on the Madness tracker

Current Fish Value = 6

PORT DISCOUNT:

When you reach the bottom of the Madness tracker, every Shop you visit at Port costs 1 $ less, making it totally free to visit Shops at the cheapest tier. Your desperation has climaxed and you're willing to cheat, swindle, and outright shoplift. You miserable thief.



MAX DICE:

This is the maximum number of dice you can place into your Fresh Pool at one time. The more unhinged you become, the less you look after yourself. You push yourself too far, work yourself too hard, and turn a blind eye to the repercussions.

CARDS	MAX DICE
0	4
1-3	5
4-6	5
7-9	6
10-12	7
13+	8

When purchasing or refreshing dice, the total number of dice in your Fresh Pool may not exceed your Max Dice on the Madness Tracker.

If you acquire more dice than your Max Dice allows, the remaining dice are placed into your Spent Pool.

WHAT IF YOUR MADNESS DROPS AND YOU HAVE MORE FRESH DICE THAN ALLOWED?

The only time you need to check your Max Dice is when acquiring new dice or refreshing existing ones.

You never need to *remove* dice from your Fresh Pool unless spending them. If your Madness drops and you have more dice in your Fresh Pool than your new Max Dice allows, you don't need to remove them.



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THE END

THE GAME ENDS ON THE FINAL DAY, ONCE ALL PLAYERS HAVE PASSED.

Highest total Regret Value discards one mounted Fish



DEALING WITH REGRETS:

To start, all players must reveal and count the Value of all their Regret cards, adding 10 to the total if they flipped their Lifeboat. The player(s) with the highest total Regret Value must discard a Fish according to player count.

HIGHEST REGRET PENALTY:

NUMBER *of* PLAYERS	MUST DISCARD
👥	LOWEST VALUE MOUNTED FISH
👥+	HIGHEST VALUE MOUNTED FISH

Calculate Value using the scoring system below when deciding which to discard

COUNTING UP SCORES:

End of game scores include three things: Fish in hand, mounted Fish, and Fishbucks.

1. FISH IN HAND are scored by their printed Value modified by your current level on the Madness tracker
2. MOUNTED FISH are scored by their Value *first* modified by your current level on the Madness tracker and *then* multiplied by the mount modifier (either x2 or x3).
3. FISHBUCKS score 1 point for every 2$

Once players have totalled their scores, the player with the highest score wins. In the case of a tie, the player with the lower total Regret Value wins. If they are still tied, the player with fewer Regret Cards wins. If they are *still* tied, they just tie. Stop being so competitive. Let it go.

EXAMPLE SCORE:

Madness effects:
-2 Fair Value
+2 Foul Value

Value of 6
-2 for Madness (4)
x2 for Mounting
= 8 points

Value of 6
+2 for Madness (8)
x3 for Mounting
= 24 points

Value of 5
+2 for Madness (7)
x2 for Mounting
= 14 points

Value of 2
-2 for Madness
= 0 points

Value of 3
+2 for Madness
= 5 points

2 points from Fishbucks







8 + 24 + 14 + 0 + 5 + 2 = Final Score of 53

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OCEAN SURVEY

A QUEST FOR KNOWLEDGE

The *Angler's Guide Research Institute* is on an expedition to understand the ocean's residents. As a solo ichthyologist (or a team of scientists working together), embark on a campaign to catch and catalog every Fish in the Sea. Each game, you'll spend five Days reeling in as much as possible. At the end of the game, you'll discard a Value of Fish equal to the Regrets you've accumulated and then spend the rest on permanently unlocking equipment for future games. Your job is complete and the campaign ends once you've brought every Fish back to Port for observation and study.





SETUP

1. Locate these 9 Fish/Dink cards and place them back in the box:
   I - Man O' War
   I - Tidal Trafficker
   II - Bathyphysa Conifera
   II - Deep Dealer
   II - Humpback Whale
   III - Abyssal Colony
   III - Profound Peddler
   III - Whale of Rocabarraigh
   Dink - Odd Ring
2. Perform the Sea Setup as described in the multiplayer setup (see p.7). Shoals do not need to have 13 cards each.
3. Place the Ocean Survey board nearby (on the back of the Madness Tracker).
4. Place the Day tracker on Monday.
5. Shuffle all Regrets cards and place them on the Ocean Survey Board.
6. Choose a single Angler Board and take the corresponding Player Dice and Boat.
7. Place your Boat at Depth I.
8. Take a Can of Worms, two reference cards, and any equipment you have unlocked in previous solo games as indicated on your Ocean Survey sheet.
9. Ready your Ocean Survey sheet and a writing utensil of your choice.

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HOW TO PLAY

PHASE I
REFRESH

1. **CLOCK IN:**
   Move the Day tracker up and discard any revealed Fish at Sea (skip on the first Day).
2. **COFFEE UP:**
   Take all dice from the Spent Pool, roll them, and place them into the Fresh Pool.
3. **KIT OUT:**
   If you own any Rods or Reels, pick one of each to equip for the Day and place it in the appropriate spot under your Angler Board.

PHASE II
SURVEY

1. **CATCH:**
   Perform the fishing action exactly as described on p.10.
2. **CATALOG:**
   Each time you successfully catch a Fish, record its details in the appropriate place on your Ocean Survey sheet. Do not check the box to the left until you succesfully bring the Fish back to Port (see Scoring).
3. **CLOCK OUT:**
   Once you've run out of dice for fishing, the Day ends and you proceed to the next Day.

IGNORE SOME ABILITIES:

- Ignore *eat* abilities, you can't eat Fish. We're here to document, not devour.
- Ignore coin-flip effects.
- Ignore effects that only target other players.
- Ignore effects that give you Fishbucks.

KEEP YOUR TACKLE:

When you spend tackle dice, place them in the Spent Pool instead of discarding them.

STAY DOWN:

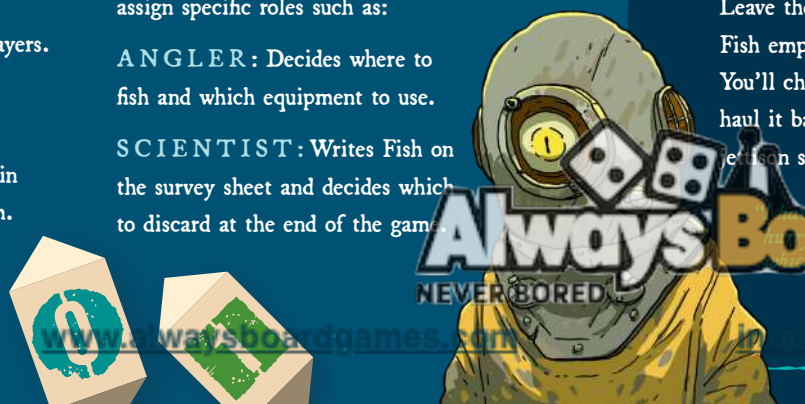
Spending dice to move to lower Depths lasts until the end of the game.

SHARING ROLES IN CO-OP:

If multiple players are involved, either work as a team to make decisions or assign specific roles such as:

ANGLER: Decides where to fish and which equipment to use.

SCIENTIST: Writes Fish on the survey sheet and decides which to discard at the end of the gam



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CATALOGING

BE SCIENTIFICALLY RIGOROUS:

Every time you catch a Fish, check to see if you've caught it before. If not, record its details in the appropriate place on the Ocean Survey sheet.

EVERYTHING IN ITS RIGHT PLACE:

The two-sided Ocean Survey sheet has the exact number of slots to catalog every Fish with none to spare. Check the size and Depth of the Fish you've caught and write in its type, name, Value and Difficulty on the sheet.

THE ONE THAT GOT AWAY:

If you reveal a Fish but fail to catch it, don't record its details on the sheet, you'll need to return on another trip to attempt to catch it again. You can use the notes section on the back of the sheet to remind yourself of Fish to keep an eye out for in the future or warn yourself of hazards to avoid.

STILL GOTTA HAUL IT IN:

Leave the check box to the left of the Fish empty when you first catch it. You'll check it off once you successfully haul it back to Port but you may have to je[illegible]son some Fish before then (see p.26).

[illegible]s that we are all [illegible]sly to the abyss in [illegible]unge—together."

- Edmund Halley



SINGLE USE ITEMS:

Your Can of Worms and any Supplies you've unlocked can only be used once per game. Flip them over once used.

SPEND YOUR DINKS

Dinks that reduce the cost of items can be used at the end of the game towards unlocking new equipment.

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WEEK'S END

1 COUNT REGRETS:

Once you're done fishing on the final Day, count up your total Value in Regrets. The quantity of cards has no effect in solo mode, only the printed Values.

2 JETTISON FISH:

You got tired. You got sloppy. Your hold got overwhelmed. There were casualties. You must discard any combination of Fish with a total Value equal to or greater than your total Value of Regrets.

3 BRING TO PORT:

Whatever's left you get to bring back to the Institute to observe and study. On your Ocean Survey sheet, check the box to the left of each Fish still in your possession.

4 UNLOCK EQUIPMENT:

Count up the total Value of *all* Fish you brought to Port. You may spend this amount on unlocking equipment in any combination. Only the items listed on the Ocean Survey sheet are available to unlock, and you must pay the cost printed on the sheet. Place a check mark next to each piece of equipment you purchase; it will be usable in all future games. Any remaining unspent Value is lost.

5 GET BACK OUT THERE!

Fully reset the setup (p.23), ensuring you shuffle all caught Fish back into the Sea and then start a new game immediately or save your Ocean Survey sheet to play again later.



APPENDIX

FISH CLARIFICATION

ALL EELS, ALL OCTOPUSES AND THE KRAKEN: You must spend the required number of dice, even if items or abilities reduce the Fish's Difficulty to zero.

AMULET OF AGARTHA (OMEN DIE): This can't be sold, has no Value, and does not score. When you catch it, take the red Omen Die, roll it, and put it into your Fresh Pool if your Max Dice allows. If not, place it into your Spent Pool. Treat it exactly like a Player Die. If an ability forces you to discard Amulet of Agartha, immediately discard the Omen Die.

COLOSSAL SQUID/ GLOOM ORPHAN/PARASITIC LARVAE: These Fish can be sold or mounted by normal rules. Their abilities are removed once mounted or sold. They are also scored normally at the end of the game if face up in front of you.

DEEP DEALER/TIDAL TRAFFICKER/PROFOUND PEDDLER: Once you've resolved the Fish and discarded it, your turn ends. Do not spend any dice or take a Dink.

EVERSQUID/ORCA: These Fish score normally at the end of the game.

HUMPBACK WHALE/WHALE OF ROCABARRAIGH: If revealed as a fishing action, you may fish again. If revealed by an item or ability, continue your turn after it is resolved and discarded.

THE PLUG: Your turn ends after you reveal The Plug. For the rest of the game, at the start of each player's turn, discard the top Fish from the top-left most Shoal in the Sea. As Shoals are depleted, work left to right across the row and then move down to the far left pile of the next Depth. If all Shoals are ever depleted, the game ends immediately. If the Plug is in play at the end of a solo/co-op game, it's considered to have been brought back to Port.

SEA MONKEY: If you have fewer Regrets cards than the number of players, you may choose who to give them to.

SHARKS: Discarding a small fish is not part of the cost to catch, it's an ability triggered after the shark is already caught and thus a small fish is discarded only if you have one.

WHISPERING SKULL: This can't be sold, has no Value, and does not score. It allows you to peek at a Fish but *does not* allow you to place it on the bottom of the Shoal like Can of Worms.

ITEM CLARIFICATION

BONE WHEEL: To track unspent points, rotate the die to a lower Value instead of spending it.

CLEAVE: Use at Port or Sea, doesn't count as an action. The mounted fish can never be removed.

ROD OF THE DEAD: You may choose whether or not to trigger each ability independently. If you decide not to trigger an ability of a Fish with no printed Difficulty (Humpback Whale, for example) discard the Fish and your turn ends immediately.

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DIFFICULTY: How many points' worth of dice you must spend to catch a Fish.

DINK: One of the small cards with the green back.

DISCARD: Unless otherwise noted, Fish are discarded into the Graveyard that matches their Depth and items and Dinks are discarded to the bottom of their decks.

EQUIP: Place a Rod or Reel in the matching slot on your Angler Board to utilize its effects.

INCREMENT: Rotate one of your dice to its next highest Value, not exceeding its highest printed Value. When you increment more than once, you may choose one or more dice to increment.

ITEM: Any of the three types of cards bought at Port: Rod, Reel, and Supply.

MADNESS: Your current standing on the Madness tracker.

MOUNT: Place a Fish card in any empty slot at the top of your Angler Board for end-game scoring multipiers.

PEEK: Look at the top Fish of a Shoal without revealing it or showing it to other players.

PLAYER DICE: The two-tone starting dice.

REFRESH (SINGLE ACTION): Take one of your dice from the Spent OR Fresh Pool, roll it, and put it into your Fresh Pool (if your Max Dice allows).

REFRESH (PHASE): The second phase of the day where all players perform the Muster Your Courage action (p.8).

REGRET CARDS: The number of physical cards.

REGRET VALUE: The number on the front of Regret cards.

REVEAL: Turn only the top Fish of a Shoal over so all players can see it.

SHOAL: One of the nine piles of Fish cards on the Angler Board, three at Each Depth.

TACKLE DICE: The plain wooden dice you buy at Port.

VALUE: How much a Fish is worth for dice and scoring.

ICON REFERENCE

- Draw Regret Card
- Discard Regret Card
- Reveal ability
- Catch ability
- Eat ability
- Increment one dice
- Refresh one of your dice
- Flip the Fishcoin
- Heads on the Fishcoin
- Tails on the Fishcoin
- Fish Difficulty
- Fishbuck
- Flip this card over
- Discard this card
- No cards left in Shoal
- Fish at this Depth or above
- Bring to Port (solo mode)

tettix GAMES

Design, Development & Illustration:
COWAN
MES.COM

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ww.alwaysboardgames.com info@alwaysboardgames.co

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