



BEST Fisher in the BAYOU

Rules of Play



Concept and Background Story

Players play as a fishing tycoon, where the goal is to get as much fish as you can, without going into the most debt! Be careful because while some fish might be more valuable than others, they don't come for free!

You must get points by getting high placements on fish tracks, but watch out, if you have the most debt at the end of the game you go bankrupt and lose!

Contents

- 90 Fish Cards
- 36 Crawfish Debt Cards
- 36 Bluegill Debt Cards
- 36 Catfish Debt Cards
- 36 Mythical Debt Cards
- 5 Meeple in 6 colors
- 1 Game board



Game board



Fish Card



Crawfish Debt Card



Bluegill Debt Card



Catfish Debt Card



Mythical Debt Card

Setup

- Each player places a meeple at the beginning of each track on the zero (Crawfish, Bluegill, Catfish, Mythical, and Debt).
- Shuffle all the decks individually and place them all face down, within reach of all the players.



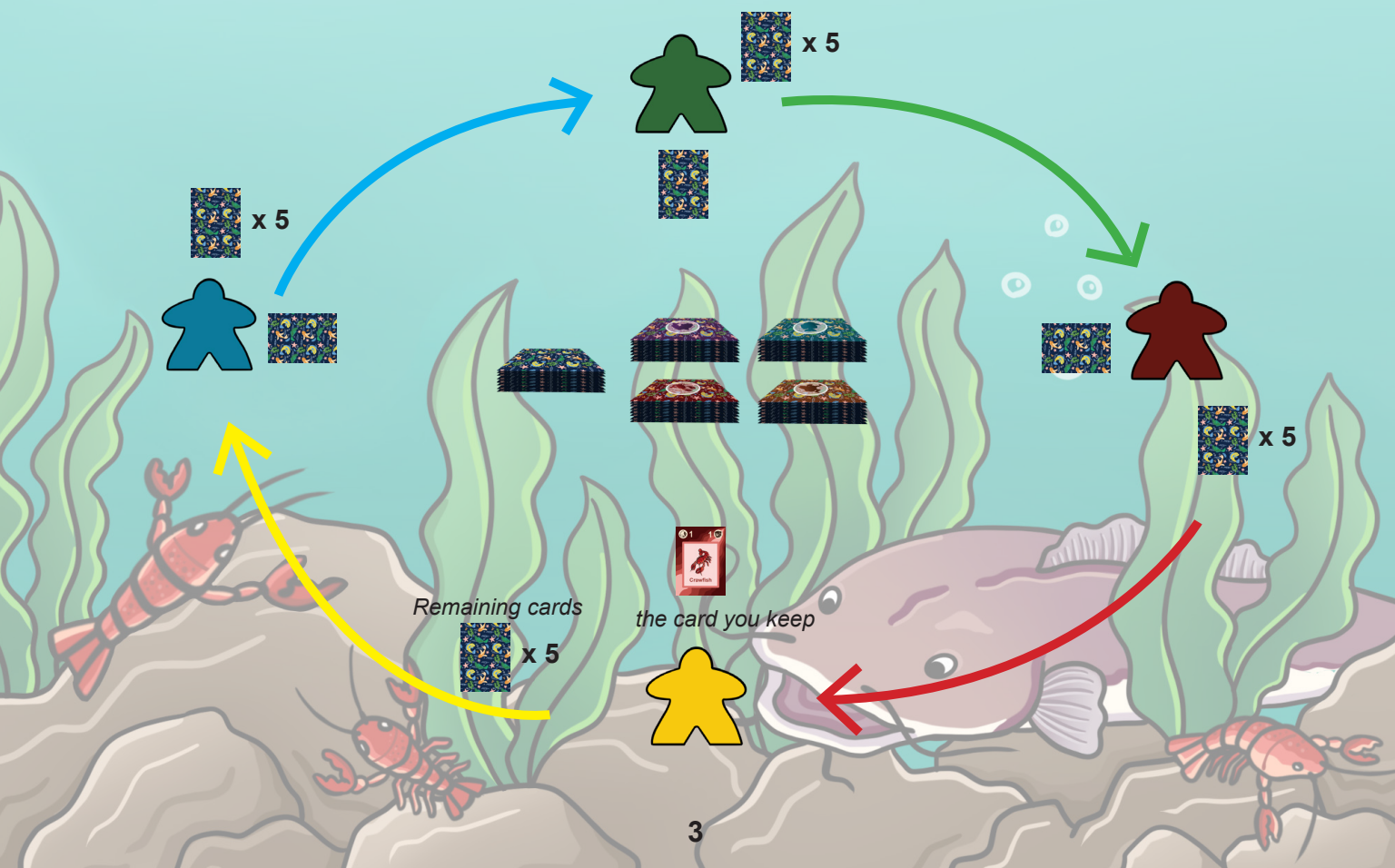
Gameplay

The game proceeds in the following order:

- Round 1** Draft left then play cards in hand
- Round 2** Draft right then play cards in hand
- Halftime** Calculate debt and reshuffle all cards
- Round 3** Draft left then play cards in hand
- Round 4** Draft right then play cards in hand
- End of game** Calculate debt and final points

Playing Your Cards

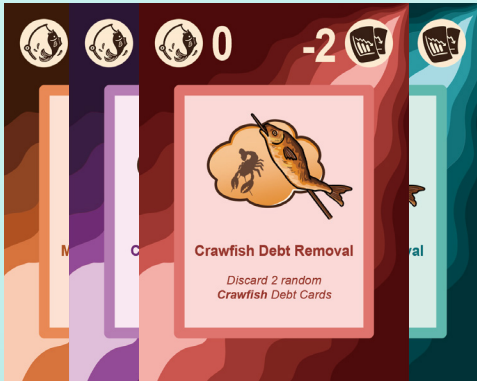
1. Each player is dealt 6 cards face down from the Fish deck.
2. Each player picks up their cards and chooses one of them, placing it face down in front of them.
3. Each player then passes the remaining cards in their hand to the player next to them. For **Round 1 and 3**, cards are passed to the **left**, and for **Round 2 and 4**, cards are passed to the **right**.
4. Repeat steps 2 and 3 until no one has any more cards in hand. Players are allowed to look at the cards they have chosen already at any time.



Special Card Details

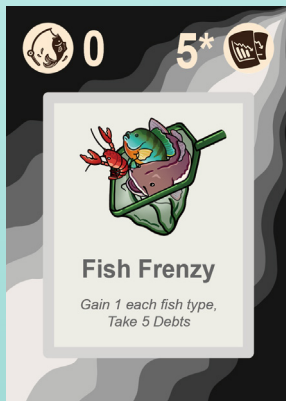
Action Cards

Action Cards are played during the “Playing Your Cards” Phase, and count as one of the 4 chosen cards.



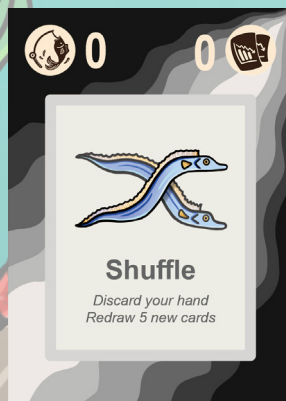
Debt Removal Card

- When played, the player will discard 2 random Debt cards associated with the Fish type stated on the debt removal card.
- Debt Removal cards can be used to cancel out Debt cards taken in the same round.
- Put discarded Debt cards face down at the bottom of their respective Debt pile.



Fish Frenzy Card

When played the player will move themselves forward 1 space on all four of the Fish tracks. The player will then move themselves forward 5 spaces on the debt tracker.



Shuffle Card

The player will play this card then discard all 5 other cards in their hand and then redraw 5 new cards and choose to play 4 cards from there.

Combo Card

Combo Cards when played are worth either 1, 2, or 3 points of the Fish type associated with the combo card depending on how many Fish cards were played with that specific combo card. Combo Cards are always worth 1 Debt card of that Fish type.

For example, if a player plays the Crawfish Combo Card alongside 3 separate Crawfish cards, that player's combo card would be worth 3 Crawfish points and 1 piece of Crawfish debt. However, if that player played 2 separate crawfish cards with the Crawfish Combo Card, the Combo Card would be worth 2 Crawfish points and 1 piece of debt.

* *Note: Combo cards do not count as Fish to other combo cards or mission cards. Same goes for mission cards and fish frenzy cards.*



Mission Card

These cards when played will remain in front of the player that played them until halftime or the end of the game, depending on if it was played before or after halftime respectively. If the player is able to play the certain number of cards listed on the mission card, that player will complete the mission. To track this, the player will keep the cards of that mission type on the mission card instead of discarding them.

* *Reminder: Cards in front of the players will be reshuffled at Halftime, so Mission cards will only score at Halftime and at the end of the game.*

* *Note: Combo cards do not count as Fish to other combo cards or mission cards. Same goes for mission cards and fish frenzy cards*

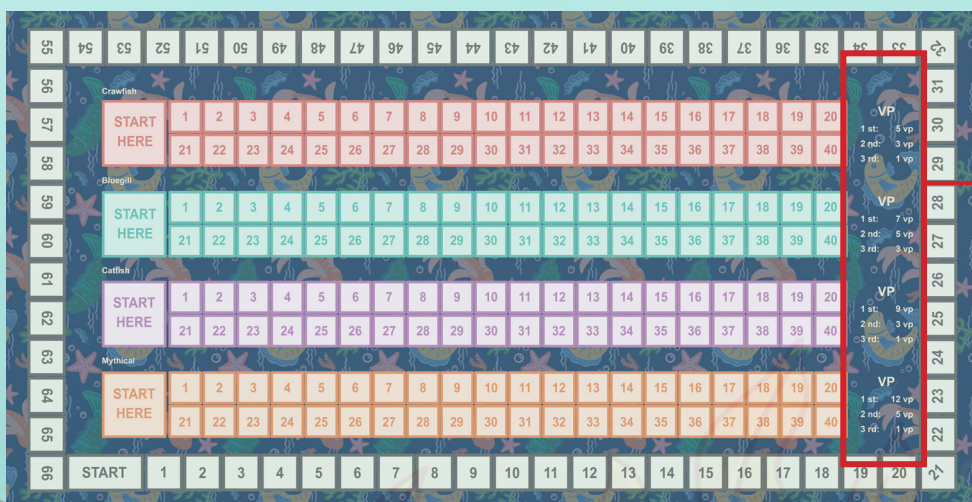


Halftime

- After two rounds of drafting and playing cards, players will reveal their Debt cards. Players calculate the total amount of debt they have, and then move themselves along the debt track this amount. Then, reshuffle all the cards into their respective decks. Then proceed with rounds 3 and 4.

Score

- At the end of the 4 rounds of drafting and playing cards, players calculate points.
- Points are based on relative placements along each Fish track. The player furthest along each track gets the most points, second furthest along gets the second most points, and third furthest along



Here!

Win Condition

- The player who has the most debt goes bankrupt and loses, placing last.
- Player with the most points wins!
- If the player with the most debt is also the player with the most points, the player with the second most points wins.
- If there is a tie for points, whoever has the least debt out of the players tied is the winner.

FAQ

Q: What is the distribution of Debt cards?

A: Each Fish has a different range. There are 9 low, 18 normal, and 9 high Debt cards of each Fish type.

Fish Type	Low	Normal	High
Crawfish	0	1	2
Bluegill	1	2	3
Catfish	2	3	4
Mythical	2	4	6

Q: Can players have negative debt?

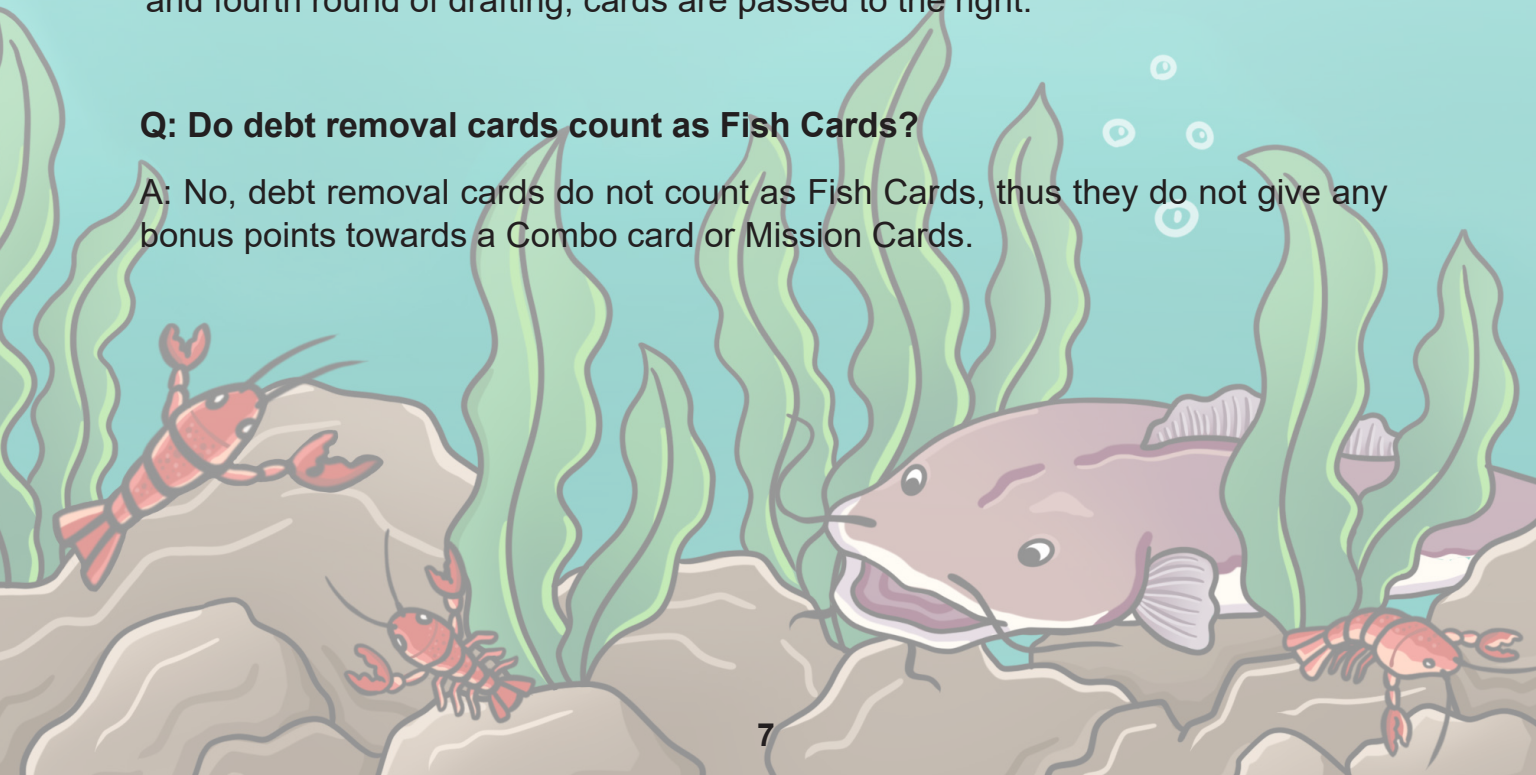
A: No, players cannot have negative debt.

Q: Which direction are cards passed during drafting?

A: In the first and third round of drafting, cards are passed to the left. In the second and fourth round of drafting, cards are passed to the right.

Q: Do debt removal cards count as Fish Cards?

A: No, debt removal cards do not count as Fish Cards, thus they do not give any bonus points towards a Combo card or Mission Cards.



Now,

Are you ready?

Let's go fishing!

