

the ANGLER'S GUIDE to

LOCH & RIVER FISHING



**EVEN
DEEPER
REGRETS**

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

INDEX

- 3 CONTENTS
- 4 SETUP
- 6 INLAND RULES
- 7 CLOUT RULES
- 8 POLYPS & REGRETS
- 9 OTHER RULES
- 10 SOLO MODE
- 12 REFERENCE

IT'S ONLY GETTING WORSE.

1910. As if the sea wasn't miserable enough, things seem to be in a bit of a downward spiral. More and more horrible abominations appear by the day. The Corryvreckan whirlpool has changed directions. Rumors swirl of the doomed island Rocabarraigh's return, and thus the imminent end of the world.

And now the blight spreads, seeping out of the cracks in the lochs and oozing up the estuaries. The once golden waters are now thronged with creatures known only to other continents—and some known to no continent at all.

But you've still got to pull your waders on one leg at a time. The bills are piling up. The bairns have got to eat. These fish aren't going to catch themselves.

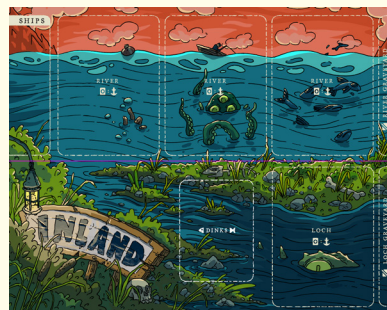
Not most of them, anyway.

HOW TO RID YOURSELF OF EVEN DEEPER REGRETS

Once you've had enough of this madness, you can easily remove the expansion cards from the base game. Find the following components and burn them, to be safe:

- 1 All Inland components (Fish, Dinks, Provisions, Clout)
- 2 All items and sea Fish with either the Nessie or Polyp icon in the lower left corner.
- 3 All *Even Deeper Regret* and *Brief Respite Regret* cards

CONTENTS



INLAND BOARD



20 CLOUT TOKENS



CLOTH BAG



SURVEY PAD

PLAYER SETUP

Follow the standard player setup rules with two small tweaks:

- 1 *Instead* of the base game reference cards, give each player the 2 expansion reference cards.
- 2 *In addition* to the Life Boat and Can of Worms, give each player an Ambulance card and a Nightcrawlers card.

SEA SETUP

First, if you're not playing with Polyps, find all nine cards with the Polyp icon in the lower left corner and return them to the box.

Create the Sea following the standard game setup. If you'd like to use expansion Sea Fish, *use one of two options*:

- 3A **Use ONLY Even Deeper Regrets Fish.** Find all the Sea cards with the Nessie icon in the lower left corner. Add the Polyp cards back to their relevant depths, and then shuffle and deal them into Shoals of 13 cards as you would in standard setup.
- 3B **Use a MIXTURE of Sea Fish.** Take as many Fish from the base game and any other expansions you'd like, shuffle them together and then deal out 13 cards to form each Shoal. *If playing with POLYPS*, instead deal out 36 cards for each Depth and add all of the Polyps to each deck, and then shuffle and deal them into Shoals of 13 cards as you would in standard setup.

NOTE: Mixing base game/expansion Fish will alter the Fair/Foul ratios indicated on the player reference cards.

PORT SETUP

Follow the standard setup rules with these additions:

- 4 If not playing with the Inland setup, find all Rods, Reels and Supplies that are labeled 'Inland only' at the bottom of the card (12 items total) and return them to the box. Shuffle the remaining items in with their respective decks.
- 5 Create the Regrets deck using expansion and base game cards according to the table below:

# OF PLAYERS	2	3	4	5
BASE GAME REGRETS	17	26	34	43
BRIEF RESPITES	2	2	3	4
EVEN DEEPER REGRETS	1	2	3	3

INLAND SETUP

To play with the Inland expansion, take these additional steps:

- 7 Find the remaining expansion Rods, Reels and Supplies and shuffle them into their respective decks at Port.
- 8 Find the Inland board and place it near the Sea Board.
- 9 Place FOUR Clout tokens per player in the cloth bag and place it near the Inland board.
- 10 If you are *not* playing with Polyps, find and remove all three cards with the Polyp icon from the River deck and one from the Loch deck. Return them to the box.
- 11 Find and shuffle all the River cards and deal them into three equal River Shoals on the Inland board.
- 12 Find and shuffle all the Loch cards and place them in the Loch space on the Inland board.
- 13 Find and shuffle all the Inland Dink cards and place them on the Dink space on the Inland board.



INLAND RULES

THE TWO ACTIONS INLAND ARE: **FISH OR SEND FOR AN AMBULANCE**

HOW TO **FISH**

The fishing action is the same Inland as at Sea except that players may always cast their line into any of the three River Shoals OR the Loch Shoal without dropping any sinkers.

HOW TO SEND FOR AN **AMBULANCE**

Similar to the Lifeboat, you may flip your Ambulance face down as an action to immediately Make Port from Inland. A face-down Ambulance adds 10 to your total Regret Value at the end of the game but does not count as a Regret card for determining madness.

When using the Inland expansion, gameplay operates exactly as in the base game, with only a few changes:

1 DECLARATION CHANGES:

All players still begin the game at Sea and the Declaration phase is still skipped on the first day of the game. During all other Declaration phases, players may now choose between Sea, Port, and Inland when deciding where to spend the day.

2 DINK CHANGES:

If a player must draw a Dink, they must take it from their boat's current location if they are at Sea or Inland. If they are at Port, they may draw a Dink from either location.

3 PROVISIONS CHANGES:

Per the language on each card, Nightcrawlers and Ambulances may only be used Inland, Lifeboats may only be used at Sea, and Can of Worms may be used in either location. The ONLY time Nightcrawlers are refreshed is when Making Port.



CLOUT RULES

Clout is a new system unique to the Inland expansion. Catch fancy Fish, earn fancy Clout. The more Clout you gain, the more points you stand to gain at game's end, but Clout is fleeting and it all means nothing if you don't have the most.

CATCHING FISH WITH CLOUT:

Some Inland Fish have Clout attached to them, indicated by a number of star icons on the right-hand side under the Fish's difficulty. When you catch a fish with Clout, draw that many Clout tokens from the cloth bag and place them near your player board.



WHEN THE CLOUT RUNS OUT:

If you ever need to draw a Clout token but the bag is empty, you must choose another player and take a Clout token from them, instead. There's only so much fame to go around.

SPEND YOUR CLOUT AT PORT:

At Port, fame is money. You can throw your weight around for discounts at shops. Each clout may be spent as 1\$ by discarding it back into the bag.

DISCARDING CLOUT:

You keep Clout even if you lose the Fish that earned you the Clout. If you spend Clout at Port or an effect causes you to discard Clout, return it to the Clout bag. *Sic transit gloria.*

CLOUT SCORING:

At game's end, the player with the most Clout adds 10 points to their total score. The player with the second most Clout adds 5 to their total score. If tied, all tied players get the full points. All other players are unappreciated, unknown and will die forgotten and alone.

MOST	10 POINTS
2ND MOST	5 POINTS
ALL OTHERS	0 POINTS

NOTE: A player must have at least one Clout to qualify for Clout rewards. Players with zero clout get zero points.

POLYP RULES

If you decide to play with Polyps, ensure you're using all 9 Sea Polyps and all 4 Inland Polyps (if using the Inland Expansion), per the setup rules on page 4.

CATCHING POLYPS:

When caught, Polyps are always displayed face up in front of the player who caught them. Once caught and displayed, the Polyps are considered *in play*. Effects that do not specify "in hand" can force you to discard unmounted polyps. Revealed but uncaught Polyps are **NOT** *in play*.

MOUNTING POLYPS:

Polyps may be mounted, just as other Fish. Mounted Polyps are still considered to be *in play*.

SCORING AND SELLING POLYPS:

Each Polyp's Value is equal to the total number of Polyps *in play* (caught or mounted). Some Polyps have rules that modify their Value.

When selling or scoring, determine their Value by first counting all Polyps in play, then adjust according to the specific card's rules, then adjust according to Madness and mounting modifiers.

REGRET RULES

Refer to the setup on page 5 for details on how to include the new Regret card types.

EVEN DEEPER REGRET:

These Regret cards operate exactly as the base game Regrets. They're just really, *really* bad.

BRIEF RESPITE:

Instead of increasing your Regret Value, these Regret cards reduce your total Regret Value by one. They still count as Regret cards when calculating Madness.



PEEKING RULES

Some Fish in the expansion will sneak up on you. Some might even jump right into your boat! These new Fish have effects that trigger *only* when you peek at them. This effect trigger *never* counts as your action for the turn. The peek ability *does not trigger* if they are revealed normally. All other rules on the card are treated normally and trigger normally.

Fish with peeking rules have a white box around the rule, making them easy to spot.



PET RULES

There are now pets for sale among the supplies at Port. These are treated exactly as normal supply items except they're kept face up in front of you and have persistent effects. You may have any number of pets. Effects that force you to discard items can still affect pets. Poor pooch.



GAME END RULES

All rules for game end and scoring are the same as the base game with two additions:

- 1 If a player flipped their Ambulance, they add 10 to their total Regret Value. This is in addition to the penalty if they flipped their Lifeboat.
- 2 All players count up their Clout. Players with the most receive points as indicated on this chart. If tied, all tied players receive the full points.



AQUATIC SURVEY

THE NEVERENDING PURSUIT

The *Angler's Guide Research Institute* was so impressed with your previous expedition that they're sending you back out. You're now tasked with continuing your survey of the world's oceans and also moving inland to survey aquatic life in the lochs and rivers. **Your job is complete and the campaign ends once you've brought every Inland Fish and every new Sea Fish back to Port for observation and study.**

SETUP

- Follow the setup from the base game solo mode with the changes and additions below.
- Use **ONLY** Sea and Inland Fish from this expansion. Locate these Fish/Dink cards and return them to the box:

<i>I - Globus</i>	<i>III - Praya Dubia</i>
<i>I - Sorrow Siphon</i>	<i>III - Sorrow Snare</i>
<i>II - Aspidochelone</i>	<i>R - Bean-Nighe</i>
<i>II - The Cailleach</i>	<i>R - Boobrie</i>
<i>II - Each-UISge</i>	<i>L - Plesiosaur</i>
<i>II - Sorrow Spiral</i>	<i>Dink - Laudanum</i>
<i>III - Juxtaporpoise</i>	<i>Dink - Madman's Diary</i>

- Set up the Inland board according to the rules on page 5.
- Shuffle all 7 new Regret cards into the Regret deck.
- Take a Can of Worms, Nightcrawlers, the two reference cards from the expansion and any equipment you have unlocked in previous solo games as indicated on both your Ocean and Inland Survey sheets.
- Ready a writing utensil and both your Ocean and Inland Survey sheets; you will use both for this survey. Use the Ocean Survey sheet from the base game, but make the changes to it indicated on the next page.

GAMEPLAY

Play exactly as described in the base game rules, with these changes:

- When you Clock In, also discard any revealed Inland Fish, then decide whether you will spend the day at Sea or Inland and place your boat in that location.
- If you leave Sea and return, your boat should be placed back at Depth I.
- When cataloguing Inland Fish or unlocking expansion items, use the Inland Survey sheet.
- Any abilities that give or remove Clout should be ignored. In fact, ignore Clout entirely. You're a scientist.
- When cataloguing expansion Sea Fish, use the Ocean Survey sheet from the base game, ignoring any Fish that are already printed onto the sheet and any rows that have been struck out, as shown below. Once you have filled all other available spaces, your Ocean Survey is complete!

PREP YOUR OCEAN SURVEY SHEET

Before starting your expansion ocean survey, strike out a number of rows at each size and depth as indicated below.

The image shows three Ocean Survey sheets from the 'Deep Regrets' expansion. Each sheet has columns for Depth, Type, Name, and a cost column. Red lines indicate rows to be struck out.

- SMALL FISH: RECORDED FINDINGS**
 - Depth I: Fair Man O'War, Fair Sockeye Salmon (1 row)
 - Depth II: Fair Bathypinna Crustifera (1 row)
 - Depth III: Foul Abyssal Colony (2 rows)
- MIDDLING FISH: RECORDED FINDINGS**
 - Depth I: Foul Tidal Tricklefish (2 rows)
 - Depth II: Foul Deep Dealer (4 rows)
 - Depth III: Foul Profound Piddler (2 rows)
- LARGE FISH: RECORDED FINDINGS**
 - Depth I: Fair Humphred Whale (5 rows)
 - Depth II: Foul Whale of Beakburnigh (5 rows)
 - Depth III: Foul Treasure Chest (4 rows)

Below the sheets is a small table titled 'EQUIPMENT PURCHASES' with columns for Name, Cost, and a checkbox for 'EQUIP ALL'.

NAME	COST	EQUIP ALL
Can of Worms	-	
Bag of Maggots	9	
Jar of Leeches	19	
Bucket of Clams	29	
Mermaid Eyes	7	
Curious Spyglass	11	
Book of the Deep	13	
Diving Lantern	19	
Diving Bell	23	
Black Sea	5	
Cant Air	15	
3 Player Dice	-	
Rite Tackle Die	20	
Green Tackle Die	40	
Orange Tackle Die	80	
Lucky Pole	10	
Spiral Bamboo Pole	16	
Wood O' Brass Rod	20	
Trolling Rod	26	
Rod of Torment	30	
Manicured Rod	36	
Narwhal Rod	50	
Rod of the Deep	60	
Rod of the Infinite	80	
Wood O' Brass Rod	10	
Solid Brass Rod	20	
Rose Wheel	25	
Catapult Rod	30	
Rod of the Deep	40	
Rod of the Infinite	70	

CLARIFICATION

INLAND ONLY ITEMS: These may be used anywhere their rules allow, *Inland Only* simply means they should not be included in the setup if the Inland expansion is not being used.

AMULET/CROWN/REEL/ROD/SCEPTER OF AGARTHA (OMEN DIE):

There are now multiple cards that give you control of the Omen Die. When you gain one of these cards, take the Omen Die, roll it and add it to your fresh dice, even if it's currently owned by another player.

ASPIDOCHELONE: Whoever wins the reveal takes ALL of the revealed Regrets into their hand.

BEAN-NIGHE: When mounted, ignore Bean-Nighe's rules.

BLOAT BEAST: This card moves up one Depth at the end of each day instead of being discarded. For example, if it's in Depth III on the far right column, it will move to Depth II on the far right column and remain revealed. If it's at Depth I, it will stay at Depth I.

BRAIN LEECH: If the Regrets you drew came from two sources, return one to the latter source.

COCKATOO SQUID: May not be caught from Inland.

ELDRITCH SEA SPIDER/SEA TARP: When scoring, treat these as additional mounted Fish, applying madness and mount modifier to them as normal.

FISH TOTEM: The card you swap from your hand should be placed revealed on top of the Shoal. No reveal abilities trigger.

GIANT TREVALLY: You may use this ability at any time, including for Fish revealed by other players.

HANDFISH: If you flip heads, you may take any small Fish from another player's hand. You must decide by looking only at the backs of the cards.

NARWHAL: If you are using an ability that reveals multiple Fish, only apply Narwhal's ability to the first of those Fish revealed.

PRAYA DUBIA: All other players take their revealed Regrets back into their hand.

SCISSOR ROD: If a peek ability allows you to catch one of the Fish automatically, discard the other Fish. If peek abilities allow you to catch both, you don't need to discard one.

Design, Development & Illustration:

JUDSON COWAN

TETRIXGAMES.COM

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