

Mini-Game Rules

Fishing Dexterity Game



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 An Expansion for Josselin Loizeau's **Deathly Thrones**
<https://www.deathlythrones.com>

These rules allow fan-made Quests to add Fishing events.
 If you can catch a fish, you gain 1 health (+1♥) !!!

This **dexterity-based minigame** requires a deck of around 18 additional cards. I suggest changing the Core Game, using tokens or trackers to track Health & Armor, freeing up the Heart ♥ and Spade ♠ cards to construct the Fishing Deck. You could also take the cards you need from a second deck of 52 playing cards.

For any Community Designers who add fishing (or a re-themed version) to their Quests, I ask that you add a new symbol to your Event types to indicate a fishing event in the Steps chart. Instead of Δ, Ψ, or Ω I suggest **F** (U+0191, Latin F with hook)

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Setup:

Build a single "Fishing Deck" by arranging, from left-to-right:

- the 9♠ cards in Ascending order (8 - A) and
- the 9♥ cards in Descending order (A - 8).

When face-up the cards should be in this order:

8 7 6 5 4 3 2 A A 2 3 4 5 6 7 8
 ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥

Flip the deck face-down, so that the 8♥ is on the bottom and the 8♠ is on top.

Always restore the Fishing Deck to this state after any fishing event.

(Different / fewer cards can be used; Make your own changes once you are familiar.)

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Structure & Theme of a Fishing Event

The world of *Deathly Thrones* is a dangerous place and fish, it is well known, are cowards.

The ♠s represent the **depths** of dark waters that **fish hide under**.

The ♥s represent the **level** of safe water **where fish can live**.

When you encounter a fishing event **F**, re-examine the **Step Card** that you drew to arrive there. Remove that many ♠s off the top of the Fishing Deck to reduce the **Depth**. For example, if you drew a 10 and took 1 Step, remove only 1♠ card: your previous event was too close, and the fish are scared down deep. If you drew a King and took 4 steps, remove 4♠ cards. The fish did not hear the noise of your previous, distant event, and are closer to the surface.

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After using the most recent Step Card to determine the **Depth** the fish are at, also re-examine *one more previous Step Card* (2 Steps Back) to determine how many **Levels** of safe water currently have fish in them.

If the card you drew 2 Steps Back was a 10 (=1 step) then during this fishing event **F**, fish may only be found on the 1 highest level of safe water (the A♥ Level.) If the card you drew 2 Steps Back was a King (=4 steps) then during this **F**, fish may be found on the 4 highest levels (A♥, 2♥, 3♥, and 4♥ levels).

You will have the best luck fishing if you have arrived at the fishing event **F** immediately after drawing two large Step Cards; the fish will not be scared away, they will be plentiful and not hiding too deep.

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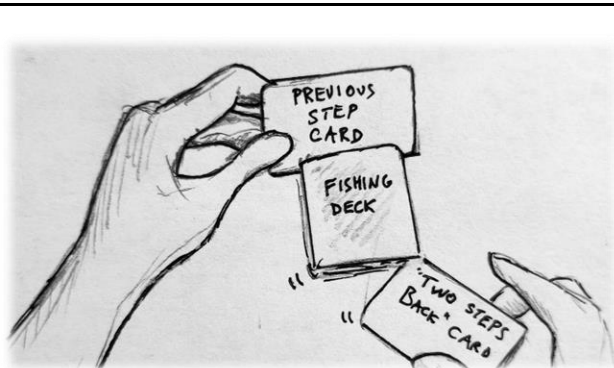
How to go Fishing *(see image on next page)*

You may not touch the Fishing Deck with your hands while fishing. You may only touch it using a card held in each hand.

- Take the previous Step Card and hold it **like a wall behind** the Fishing Deck, to hold the Deck in place.
- Take the next-previous Step Card (2 Steps Back), and hold it **flat in front** of the Fishing Deck, parallel with your table-top.
- Try to slide the corner of the 2 Steps Back card into the Fishing Deck to cut the deck **at or above the ♥ level where fish are located** during this **F**. Try to do this quickly, in one go.
- **You get one try.** When you're ready, flip over the top of the Fishing Deck to see if you caught anything. Catching a fish gets you +1♥ health!

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You can only catch one fish (max) per F.



Gone Fishin'!

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Example:

You earlier drew a Jack as a step card. Next you draw a Queen, you take 3 steps, and you land on a Fishing Event **F**.

Previous step card = Queen = 3 steps: Remove three ♠s off the top of the fishing deck to reduce the **Depth** for this **F**.

"Two Steps Back" card = Jack = 2 Steps: During this **F**, Fish can be found at the 2 highest **Levels** of safe water (the A♥ and 2♥ levels).

You Go Fishing and cut the Fishing Deck using the Jack. When you flip over the top half of the Fishing Deck (the cards above where you inserted the Jack) you see that you cut the deck in-between the 2♥ and the 3♥. You just *barely* caught a fish at the 2♥ level. You could have also caught a fish by cutting between A♥ and 2♥. You cannot ever catch a fish if you cut above A♥ into the ♠s.