How to go Fishing (*see image on next pg.*)
While fishing you may not touch the Fishing Deck directly. 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/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!

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

Gone Fishin'

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.

Structure & Theme of a Fishing Event
The world of Deathly Thrones is a danger-ous 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 Levels 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.

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, with 8♡ on top:

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 cards can be used, and fewer cards can be used, but for simplicity I will stick to A-8. Feel free to make your own changes once you are familiar.)

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

- Previous step card = Queen = 3 steps: Remove three ♠s off the top of the Fishing Deck, reducing 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♡ and into the ♠s.

Mini-Game Rules

Fishing Dexterity Game

These rules allow Fishing events in fan-made Quests. 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)

Designed by Genghis Pawn
Illustration by NightCafe
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