FISHINGS WILD

EXPANSION FOR 6-8 PLAYERS

A FRESHWATER FISHING CARD GAME

EXPERIMENTAL VARIANT

6-8 Players • Two Decks • Ages 8+ • Experimental Version 1.1

Shuffle two decks together and up to eight can play. Every rule in the Official Rules still applies. This sheet covers only what changes.

Experimental

This is an experimental house variant. It is not part of the game as sold. Each deck of Fishings Wild is made for 2 to 5 players and comes with everything needed for that. Playing with 6 to 8 requires two decks. This variant has been tested in computer simulation, not yet at the table, and it may change as players try it.

I. What You Need

- **Two complete decks of Fishings Wild.** Both must be the same game.
- The Official Rules that come with each deck.

Card	One deck	Two decks
Bluegill	20	**40**
Crappie	16	**32**
Perch	12	**24**
Bass	8	**16**
Muskie	7	**14**
Sunrise	8	**16**
Clear Skies	5	**10**
Fish Finder	5	**10**
Small Tackle	8	**16**
Big Tackle	8	**16**
Fishing License	8	**16**
Each Trouble card	1	**2**
Each Safe card	1	**2**
Golden Hook	1	**2**
Total	**114**	**228**

II. Setup

1. Remove the Help cards from both decks.
2. **Shuffle the two decks together.** Remove nothing. Every card is used at every table size from 6 to 8.
3. Deal **6 cards** to each player.
4. Place the rest face down as the draw pile.
5. Turn the top card face up beside it to start the discard pile.
6. Play starts with the player **to the dealer's left** and passes left.

III. What Changes

Two Golden Hook cards. Each one works exactly as in the Official Rules. Neither may be picked up from the discard pile. Both return when the discard pile is reshuffled.

Two of each Trouble. Still only **one** Trouble may sit on a player at a time. A cleared Trouble still leaves the game.

Two of each Safe. You may have only **one** of each Safe card face up. You cannot play a second copy of a Safe you already have. Keep it or discard it.

> **"Fish On!"** works as always. A Trouble played at you while its matching Safe is in your hand bounces back on the attacker. A Trouble cannot be played at you at all once its Safe is face up in front of you.

New day. When the draw pile runs out, shuffle the whole discard pile, both Golden Hook cards included, and turn it over as the new draw pile.

IV. At a Big Table

- Keep every tackle setup where all players can see it. Everyone needs to know who is close to finishing.
- Each player gets about as many turns as in a four player game. The game runs longer because more players take a turn.
- The optional Reverse Rule from the Official Rules works at any table of three or more.

Only one deck?

Six players can share a single deck. Seven or eight need both. With one deck at that size there are not enough catches to go around, and a game may never end.

The first player to complete all 5 catches wins immediately.

FISHINGSWILD.COM

Lake of the Ozarks, Missouri

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Experimental variant v1.1. Not part of the game as sold. Play with the Official Rules at fishingswild.com/rules. The current version at fishingswild.com/expansion is the one that counts.