

The Otter Anglers

by Anders Gerlev Herstrøm and Julius Larsen Seerup

A game for 2-5 players about otters competing to be the best at angling fish.



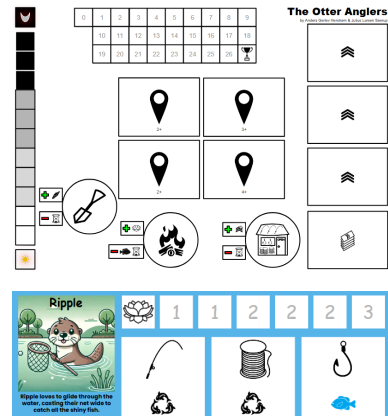
Fishing isn't just about speed. You'll need to stay sharp and calm to win this competition.

From the eager Bluegill to the feisty Rainbow Trout, the powerful Largemouth Bass, and the elusive Channel Catfish, each catch is a challenge. Will you find the right balance to reel in the biggest haul?

Take a deep breath, cast your line, and let the angling competition begin!

Components overview

- 1 game board
- 5 players boards
- 5 wooden player pawns (**OTTERS**)
- 15 wooden discs
- 1 linen bag (the **POND**)
- 100 **FISH** tokens in 4 different colors
 - 25 blue "Bluegill"
 - 25 green "Rainbow Trout"
 - 25 red "Largemouth Bass"
 - 25 yellow "Channel Catfish"
- 25 **WORM** tokens
- 46 cards
 - 7 **LOCATIONS**
 - 15 **MISSIONS**
 - 24 **UPGRADES**



Setup

1. **Place the main game board** within reach of all players.
2. **Choose a player board:** Starting with the youngest player and going in clockwise order, each player selects an Otter (player board, matching pawn, and three wooden discs).
3. **Give each player one WORM token** and place the remaining tokens in a pile near the shovel icon on the game board.
4. **Deal worm-bucket upgrade cards:** Give each player a random **WORM**-bucket **UPGRADE** card to place next to their player board.
5. **Prepare the upgrade deck:** Shuffle all remaining **UPGRADE** cards and place them face-down on the draw-pile space on the game board.
6. **Set up the upgrade market:** Draw three **UPGRADES** and place them face-up on the **UPGRADE** spaces on the game board.
7. **Prepare the mission deck:** Shuffle all 15 **MISSION** cards. For each player in the game, set aside three cards to form the mission deck. Return the unused cards to the box.
8. **Set up location cards:** Shuffle all **LOCATION** cards, then draw and place face-up the following number of cards on the board:
 - a. **2 players:** 2
 - b. **3 players:** 3
 - c. **4–5 players:** 4
9. **Fill the pond:** Place all **FISH** tokens into the **POND** (linen bag).
10. **Player setup:** Each player does the following:
 - a. Place one wooden disc on the 0 space of the scoring track.
 - b. Place one wooden disc on the **RELAXATION** symbol on their board.
11. **Determine the starting player:** The player who most recently ate fish goes first. Then, starting with the player to their left and moving clockwise, players place one of their wooden discs on the sunshine icon on the time tracker, stacking them so that the starting player's disc is on top of a neat little pile of wooden discs with smiley otter faces on them.
12. Give the **POND** to the starting player. You are ready to play!

How to play The Otter Anglers

The goal of *The Otter Anglers* is to be the best fishing otter by scoring the most points by the end of the game. Points are earned by catching fish, with a multiplier based on how relaxed your otter is—because a well-rested otter is a happy otter!

The game takes place over three rounds ("Days"), where each player has 12 actions ("Hours") per day to perform various tasks, such as:



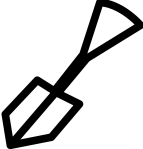

- Fishing to reel in tasty fish
- Working in the shop to get the best gear
- Cooking fish to relax and unwind
- Digging for worms, which can be spent on special otter abilities

Otters may be cute, but they also have a busy schedule!



Taking actions

Each **LOCATION** on the board has an action otters can perform. There are multiple fishing **LOCATIONS** that changes between games, and three other **LOCATIONS**, accessible for every game.

	<p>This is the icon for fishing LOCATIONS. Here you can catch FISH. The cost to take the action at the LOCATION is printed on the LOCATION card. You may pay the cost multiple times, to take the action that many times.</p>
	<p>The Tackle Shop: where you spend the number of HOURS printed on one of the UPGRADES available at the market, to acquire that UPGRADE.</p>
	<p>The Woods: This is the LOCATION where you can dig for WORMS. Spend one or more HOURS to earn that many WORMS.</p>
	<p>The Campfire: Here you can cook one FISH by spending one HOUR to earn one RELAXATION.</p>

When an otter visits a location:

1. If there is more than one otter at the **LOCATION**, raise the **RELAXATION** of each otter by one, by moving their **RELAXATION** track marker one step to the right.
2. They must take the action at that **LOCATION** at least once.
3. They can repeat the action as many times as they want, as long as they have **HOURS** to spend.
4. Pay the cost for each action they take: Always one or more **HOURS**, sometimes also **WORMS**.

The Fishing action

When taking the fishing action at any of the fishing **LOCATIONS** at the center of the game board, the player first goes through the four steps above, and then:

5. Lock in their fishing gear. This is the last chance to make changes. Otters can only equip one of each type (rod, line and hook) at a time.
6. Draw from the **POND**, a number of **FISH** equal to the number of **SCHOOL** icons on their gear plus any effects from **BUCKETS** or the **LOCATION**.
7. From the drawn **FISH**, the player may **CATCH** a number of **FISH** matching the color/type of **FISH** icons they have on their gear . i.e. One blue **FISH** icon = keep one blue **FISH**. It is possible to catch multiple **FISH** of multiple different types/colors.
8. Any **FISH** that the player does not **CATCH**, are put back in the **POND**.

Example fishing location

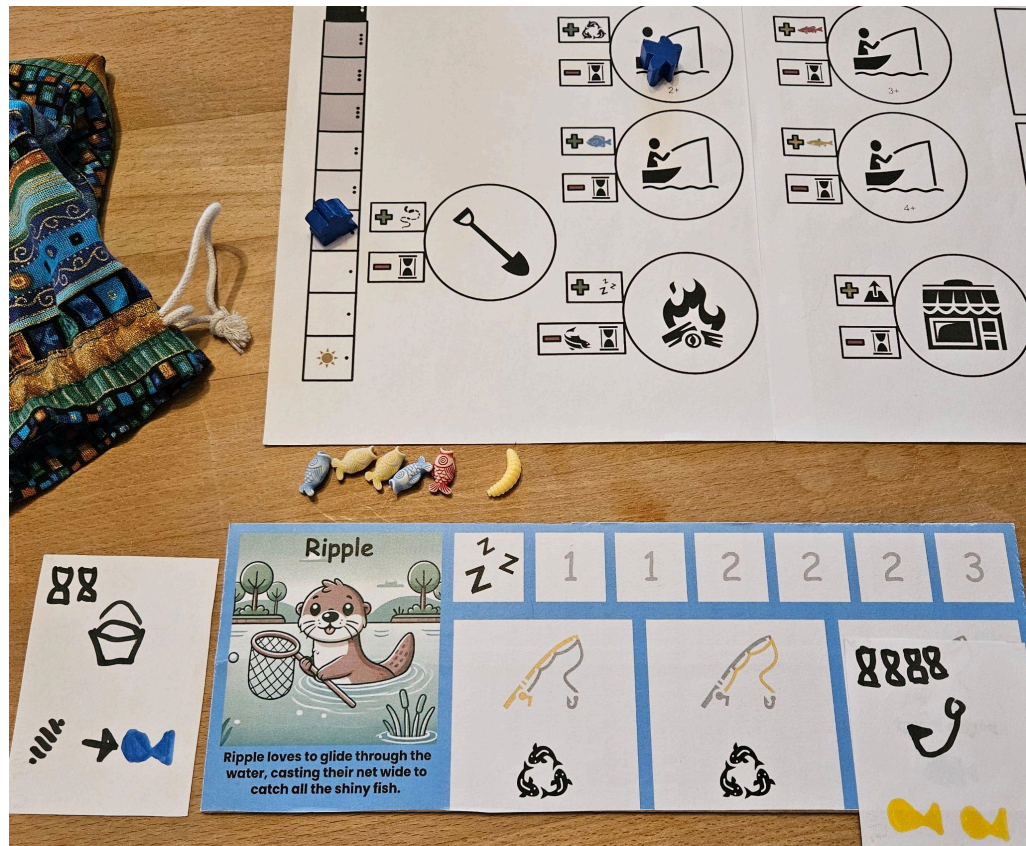
Effect: Each **HOUR** you spend here, allows you to **CATCH** one additional blue **FISH**, on top of what your fishing gear allows you to do for this action only.



Example fishing action

Ripple has gone to a fishing location, with no otters, other than Ripple and does not advance on the **RELAXATION** track.

At the fishing **LOCATION**, Ripple can pay one **HOUR** to get one extra **SCHOOL** 🐟 and does so three times, moving their pawn three spaces from the starting location on the time track (sun icon) towards the end (half-moon icon).



With the three extra **SCHOOL** 🐟 icons from the **LOCATION**, Ripple can now count five **SCHOOL** 🐟 and draws five **FISH** 🐟 from the **POND**.

Ripple draws two blue 🐟, two yellow 🐟 and one red 🐟 **FISH**.


- Ripple can **CATCH** two yellow **FISH** 🐟 because of the **HOOK UPGRADE** Ripple has acquired from The Tackle Shop earlier and currently has equipped.
- Additionally, Ripple has a bucket **UPGRADE** card, that allows Ripple to pay one **WORM** 🐛, to gain an additional blue **FISH** 🐟.

Ripple pays the extra **WORM** 🐛 to activate the buckets' ability and **CATCHES** in total: One blue **FISH** 🐟 and two yellow **FISH** 🐟. The one blue **FISH** 🐟 and one red **FISH** 🐟 Ripple did not **CATCH**, are returned to the **POND**.

Turn structure

In The Otter Anglers, there is no fixed turn order. At any given time, unless a day has ended by all players being on the half-moon icon on the Time track, the current player is whoever is closest to the Sun-icon and highest in the stack of player tokens.

At the start of each day

- Players draw 1 **MISSION** card.
- All otters start off the board, ready to jump in.
- Refresh the upgrades:
 - Move all face-up **UPGRADE** cards to the bottom of the **UPGRADE** deck.
 - Draw three new **UPGRADES** and place them on the **UPGRADE** spaces.
- Reset player boards:
 - Each otter **places their pawn back on their board**.
 - Move their Relaxation marker **back to the RELAXATION symbol** .
 - Return all caught fish to the game box.
- Reset the Time track:
 - Move the stack of discs from the half-moon icon to the sun icon on the Time track.
 - Reverse the order so that the otter who ended the previous day goes last on the next day.

On a player's turn

1. Choose a **LOCATION** to visit.
 - If there are otters already there, each of them gets a little more comfy and moves their wooden disc one step to the right on their **RELAXATION** track. Otters love company, after all!
 - Moving/Travelling to a **LOCATION** does not cost **HOUR**.
2. Take the action of that **LOCATION** as many times as desired:
 - At least once
 - At most, as many times as the otter has actions left for the day
 - Move the otter's disc forward that many spaces on the Time track.
 - When moving discs on the Time track, always stack them if they are on the same space. The last to arrive at a space on the Time track, will be the first to leave that space during any given day.
3. Location requirements:
 - An otter must be able to take the action at least once to go there.
 - Example: An otter with only 2 hours left of the day can't visit the shop if all the gear costs 3 hours. Even the smartest otters can't make time appear out of nowhere!

The day ends when all otters' time trackers reach the half-moon icon at the end of the Time track.



Scoring

At the end of each day, otters calculate their score using this formula:

$(\text{Total otters} - \text{Otters with more FISH} + \text{Day number}) \times \text{RELAXATION score} = \text{Points}$

- **Total otters** refers to the number of players participating in the game.
- **Otters with more FISH** means other players that during that day/round of the game, have caught more **FISH**.
- **Day number** is the current day/round being played. If in doubt about the current day number, count how many **MISSION** cards you have. That is the number of days.
- **RELAXATION score** is the number printed on the player board **RELAXATION** track, where the player's wooden disc is currently placed.

Example:

In a **3-otter game**, at the end of **day 2**, an otter with the **most FISH** and a **RELXATION score of 2** would score:

$$(3 - 0 + 2) \times 2 = 10$$

- If multiple otters have the same number of fish, the formula stays the same.
- The calculation only considers the **number of otters with more fish**, not those with the same or fewer fish.

Ending the Game

At the start of a new day, before drawing a **MISSION** card, check the **MISSION** deck:

- If the **MISSION** deck is empty, the game ends immediately, and the otter with the most points is crowned the ultimate angler!
- Otherwise, a new day begins, and the otters head out for more fishing fun.

Terminology

Words with special meanings rules-wise will appear capitalised and bolded throughout the rules. You can look up those words here for further explanation.

LOCATION

See page 5, "Locations" for detailed information.

FISH

Whenever you see the word **FISH** it refers to the tokens found in the **POND**. Except when attempting to **CATCH** a **FISH**, the color does not matter.

POND

The **POND** refers to the linen bag with the **FISH** tokens in it.

WORM

WORM token can be dug up in the woods (Shovel-icon), earning one **WORM** per **HOURL** spent there. **WORMs** can be spent on bucket-skills and at certain **LOCATIONS**.

CATCH

From the **FISH** tokens you have drawn from the **POND** while fishing, you may keep as many **FISH** as you have **CATCH** icons matching the color of the **FISH** tokens.

For more details, see page 6: "The fishing action"

UPGRADE

UPGRADES are pieces of fishing equipment you can acquire at the shop. They cost between two and three **HOURS** to acquire. Equipment can be placed on top of the standard equipment printed on the player boards. An otter can only use one fishing rod, one fishing line and one hook at a time. Otters may change their gear as much as they want and at any time, except from step 5 to step 8 during the fishing action.

Bucket **UPGRADES** are not limited in amount a player can have. These are placed next to the player boards. The only limit to how many times the effect on a bucket can be used, is the number of **WORMS** a player has to pay to activate it.

For more details on “The fishing action”, see page 6.

HOUR

HOURS refers to the amount of time or “actions” a player has available each day. With three days/rounds of play, each Otter can perform a total of 36 actions. Some actions, such as fishing or buying gear from The Tackle Shop, cost more than one **HOUR** to perform or acquire.

RELAXATION

RELAXATION is an indicator for how relaxed your otter is. The track on the player boards have seven spaces. The first is the leftmost space with the white water lily (*Nymphaea alba*) icon has a value of zero for the calculation of end-of-day scoring, making it very important for every otter to relax, even just a little, every day.




Increasing **RELAXATION** by “one” means moving the marker one step to the right, i.e. from the first to the second space.

RELAXATION score is the number printed on the player board, below the wooden disc’s current location. I.e. if your wooden disc is on the third space where a 1 is printed, your **RELAXATION score** is 1. If your disc is on the seventh space, your **RELAXATION score** is 3.

SCHOOL

SCHOOL refers to the number of **FISH** a player draws from the **POND** when taking the fishing action (see page 6, “The fishing action”, for more details). Any **FISH** from a **SCHOOL** that the otter does not **CATCH** must be returned to the **POND**.




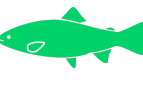

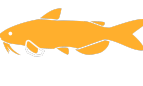
Setup icons

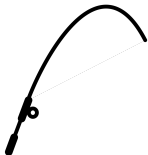
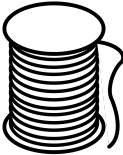





	<p>LOCATION marker: This is where you put LOCATION cards during setup.</p> <ul style="list-style-type: none"> • 2 players: 2 cards • 3 players: 3 cards • 4 or 5 players: 4 cards (all four LOCATION spaces are given a card)
	<p>UPGRADE deck icon. This is where the deck with UPGRADE cards should be placed face-down during setup.</p>
	<p>UPGRADE icon. This appears on the rear of UPGRADE cards as well as the three spaces known as “The Market”, which are the items currently available. If you can see one of these icons printed on the game board during play, put the top card from the UPGRADE face-up on it.</p>



Gameplay icons

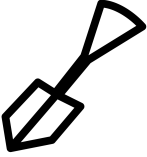



The Otter Anglers uses many icons. Here is an overview of them and their meaning.

	SCHOOL icon. For each of these icons you can count on your active fishing gear, plus any bonuses from LOCATION or bucket UPGRADE , you may draw one FISH from the POND .
	Generic FISH icon (black, facing right). Used to indicate that a cost can be paid with any kind of FISH .
	Bluegill FISH icon (blue, facing left). Allows you to CATCH one blue Bluegill FISH .
	Rainbow Trout FISH icon (green, facing left). Allows you to CATCH one green Rainbow Trout FISH .
	Largemouth Bass FISH icon (red, facing left). Allows you to CATCH one red Largemouth Bass FISH .
	Channel Catfish FISH icon (yellow, facing left). Allows you to CATCH one yellow Channel Catfish FISH .

	<p>Fishing rod UPGRADES have this icon. They can be placed on the matching UPGRADE slot on your player board. Only one fishing rod can be used at a time.</p>
	<p>Fishing line UPGRADES have this icon. They can be placed on the matching UPGRADE slot on your player board. Only one fishing line can be used at a time.</p>
	<p>Fishing hook UPGRADES have this icon. They can be placed on the matching UPGRADE slot on your player board. Only one fishing hook can be used at a time.</p>
	<p>On your player board, this indicates the start (or “0”) position of the RELAXATION track. On the game board, this icon can be found at the campfire. At the start of each day, move your track marker to this spot.</p>
	<p>WORM token icon. These can be spent to power bucket-actions and at certain LOCATIONS for temporary bonuses during the fishing action.</p>
	<p>HOUR icon. This icon appears wherever you can spend HOUR to perform actions. You must move one space towards the moon icon, for each HOUR icon on a LOCATION, and for each time you take that action.</p>
	<p>UPGRADE action icon. This appears next to The Tackle Shop and indicates that you may spend HOURS equal to the number of HOUR icons on any one of the market cards, in order to acquire that UPGRADE.</p>

Location icons

These are the different types of places you can go during play.

	<p>The Woods: This is the LOCATION where you can dig for WORMS. Spend one or more HOUR to earn that many WORMS.</p>
	<p>Fishing LOCATION. Here you can catch FISH. The cost to take the action at the LOCATION is printed on the LOCATION card. You may pay the cost multiple times, to take the action that many times.</p>
	<p>The Tackle Shop where you spend HOURS to acquire the UPGRADES available in the market.</p>
	<p>Campfire. Here you can cook one FISH by spending one HOUR to earn one RELAXATION. You can cook multiple times per visit as with other</p>

(You have reached the end of the rules, now for some...)

Otter facts

The otters featured in The Otter Anglers are known by a few names, such as European otter or simply “common otter” (scientific name: *Lutra lutra*). They are semi aquatic mammals, found in waterways and along coasts in Europe, northern Africa and parts of Asia. Due to hunting, pesticide use and oil spills their habitats have been shrinking, but conservation efforts are keeping them alive, also in the wild.

Credits

Trophy icon: [Delapouite](#)

Campfire icon: [Lorc](#)

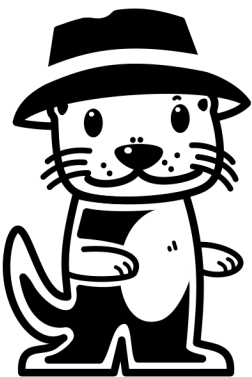
Colored cartoon images of otters: AI

Everything else: Anders Gerlev Herstrøm



Thank you!

Without these people and the time they generously donated to us during development and production, The Otter Anglers would not have turned out the way it did and we are forever grateful for their contributions, in no particular order: Elisabeth Visbech Larsen, Julie Elisabeth Gerlev Herstrøm, Jakob Thestrup Eskildsen, Niels Sangill, Bjarke Thomsen.



Thank you!

Julius and Anders