Gone Fishing

7+

2~4

30'

EHAIL

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HAPPY BAOBAB

Gone Fishing

I. Components

60 Fish (5 Kinds, 12 Fish per kind)

4 Nets

4 Boats

20 Fish price tokens (4 tokens per kind)

1 Fishing rod

4 Player tokens

1 Fish Market Board

II. Overview

The first player of the round will choose the net, which will be used until the end of the round. On your turn, you will use the net once to catch the fish, but be careful the net should not touch the fish! Once you have caught the fish, choose one kind of fish you just caught and raise the value of the fish. After the 4th round, the game ends, and calculate your score via the fish you collected. The player with the most points wins.

III. Setup

1. Place all fish in the play area(the sea). Place fish so that they are not too closely or too far apart.
2. Take a boat of any color and place it in front of you.
3. Place the fish market board outside the sea. Place all fish price tokens next to the fish market board.
4. Place the player token next to the '50' space of the score track.
5. The person who has gone fishing recently would be first player. Put the nets and fishing rod on near the fish market board.

Tip A table with a smooth surface is good for playing.

Example for game setup

IV. How to Play

The first player chooses one of the four nets and assembles it with the fishing rod. Each player will catch fish once using the net that the first player has chosen. will be used in this round. After each player has taken their turn, change the net to a different shape then start a new round.

The game will proceed with the clockwise order from the first player until each player takes one turn. In a player's turn, do the actions below in order.

1 Move a fish ➡ 2 Go Fishing! ➡ 3 Put a fish token on the market

Example for assemble

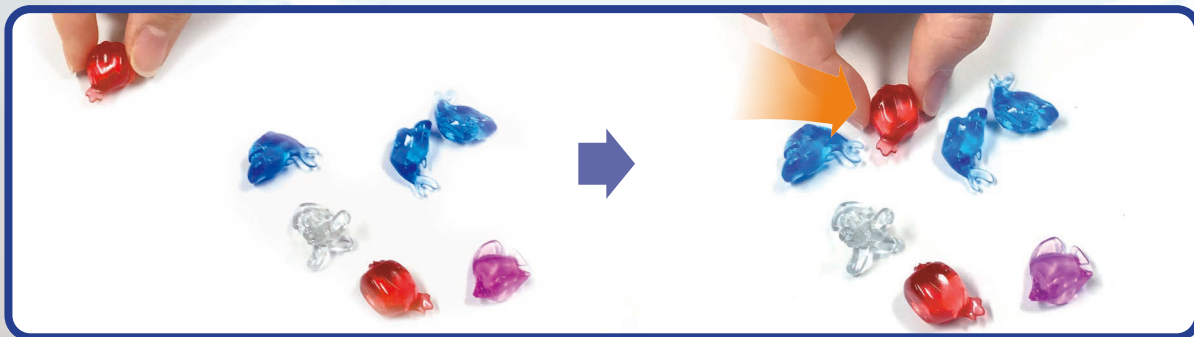Choose a net and assemble with fishing rod
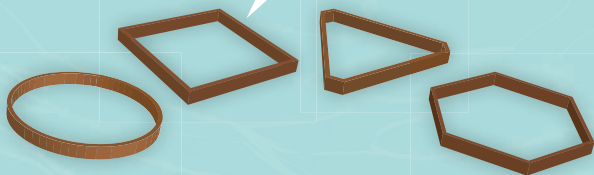
1 Move a fish

Move a fish from the table to any where you want.
Please be careful for touch any other fish when you move the fish.

🐟 Go Fishing!

Catch the fish with a net connected to the fishing rod.
The players should follow the below rules when catching the fish.

Rules for Fishing

❶ **Lower the net** : Hold the end of the fishing rod, and the fishing rod and the rope should be orthogonal. Then carefully lower the net completely on the sea to catch the fish. The net must not touch any fish inside or outside of the net.

❷ **Pull the net** : If you successfully put the net on the sea and enclosed some fish, pull the net to your boat along with the fish. The net must not touch any fish outside of the net.

> **Tip** We suggest using basic rules when pulling the net, but you may use expert rules if you fully experienced the game. Or you can use the expert rule to give some handicap when a game with a skillful player and newbie player together.

Lower the net	Pull the net	
	Basic rule	Expert rule

Put the fishing rod to the inside of the net and pull it.
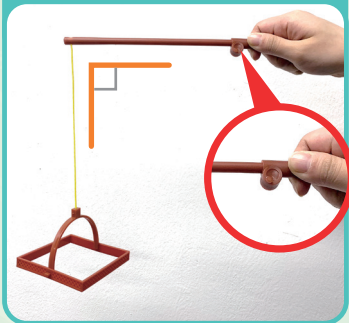
Grab the end of the fishing rod and pull the net.
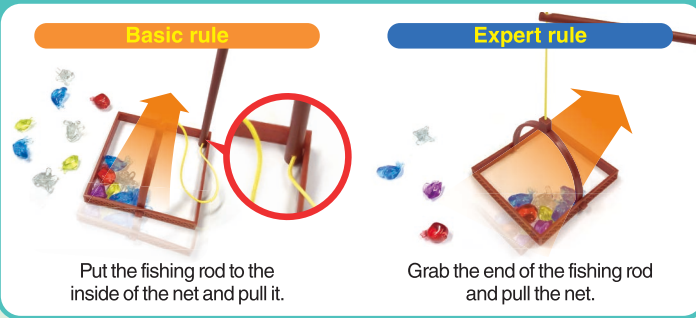
If you brought the net to your boat without touching any fish outside the net, you succeeded!
Immediately proceed the 🐟 **Put a fish token on the market**.

Fail to catch fish

If one of the below cases occurs, **you failed the catching fish.**

❶ **If your net touched any fish inside or outside of the net** while lowering the net

❷ **If your net touched any fish outside of the net** while pulling it to your boat

If you failed catching fish, **you take one fish** from inside the net and put it on your boat. And you may move two fish inside the net to anywhere in the play area. Then immediately end your turn. (You do not proceed the 🐟 **Put a fish token on the market**.)

❸ Put a fish token on the market

❶ Choose one type of fish you just caught and place corresponding one fish token on the market board. The fish token must be placed in order from x 2 to x 5 .

❷ Then, choose one fish you just caught and return it to anywhere you want in the sea.

❸ Then, place the remaining fish on your boat according to their kind.

❹ If you fail to catch fish or if you only catch one fish, you cannot place a fish token on the market board.

Note You must place a fish token except when you caught only one fish. In this case, you don't place a fish token on the market board and don't return a fish to the sea.

Example for put a fish token on the market

Note You can't choose the kind of fish that the value is already x 5 .
You don't place a token if you can't choose any kind of fish.
(However, you still should return one fish you just caught to the sea.)

V. Round End

A round ends when each player has taken exactly one turn. The next player of the current first player would be the first player of the next round.
New first player put the previously used net in the box, and choose a net for the next round from unused nets. Then start a new round.

VI. Game End

The game ends after the fourth round. At the end of the game, calculate **points for fish caught** and **bonus points for fresh fish**. Calculate the score for each kind of fish starting from the blue fish(leftmost in the market board) to the red fish.

🐟 Points for fish caught

❶ The score for each kind of fish depends on the number of fish placed on the market board.

❷ Each player calculates their score according to the number of each kind of fish caught multiplied by the corresponding points on the market board. Then, move the scoring marker on the board.

🐟 Bonus points for fresh fish

After completing the above step, the players begin calculating scores for fresh fish.

❶ Each player grabs all **blue** fish they caught and toss them gently on the table.

❷ If fish land upright they are fresh fish! You receive 2 bonus points for each fresh fish. Then move the scoring marker on the board according to the points you received.

Tip Please keep your fish after scoring fresh fish, for tie-breaker.

In the same way, the players continue to calculate the score for **Purple**, **Green**, **White**, and **Red** in the order. After scoring, the player with the most points wins the game. If there is a tie, the player with the most fish wins the game. If still tie, share the victory.
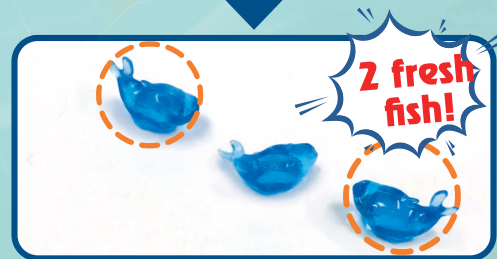
Points for fish caught

3 fish   ×   **3** points

Blue Fish：**3** fish x **3** points = **9** points

Bonus points for Fresh Fish

2 fresh fish!

Grab all blue fish you caught and toss them on the table.
You receive 4 bonus points for 2 fresh fish.

❶ **Blue Fish :** 3 Points X 3 Fish = **9** Points + **4** bonus points = **13** Points

❷ **Purple fish :** 2 Points X 1 Fish= **2** Points + **0** bonus points = **2** Points

❸ **Green Fish :** 1 Point X 4 Fish = **4** Points + **2** bonus points = **6** Points

❹ **White Fish :** 5 Points X 1 Fish = **5** Points + **2** bonus points = **7** Points

❺ **Red Fish :** 3 Points X 2 Fish = **6** Points + **0** bonus points = **6** Points

Total : **34** Points

Example of storing components
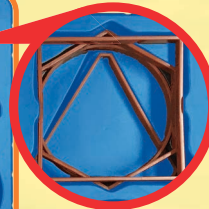
Store the components in the game box as shown in the picture.

Credits

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