



WELCOME

to the competitive world of bass fishing, where you will go head-to-head with other players and fish for the title of top angler by matching the right lure with the right fishing spot and catching the heaviest set of five fish.

SETUP

Before you begin playing prepare the board:

1. Unfold and place the game board on a flat surface.
2. Individually shuffle the *Lure* and *Action* decks and place them in the designated areas on the board.
3. Individually shuffle all four of the *Fish* decks and place them along the side of the game board.
4. Place one boat pawn for each player on the circles below the words "start".
5. Set the pair of square dice and triangle movement die in the middle of the board (this is where you roll.)
6. The player who rolls highest goes first; rotation is clockwise.

Watch the tutorial video at: www.bassfishingboardgame.com

CARDS NEEDED BEFORE STARTING

- THREE Action cards are given to each player. These cards are kept to yourself and placed facedown.
- FIVE Lure cards are to be dealt to each player

STARTING THE GAME

The first turn of the game is done in the following steps:

1. Roll the triangular, 4-sided movement dice to find out how many spaces you will travel. Then move your Boat pawn from start to the next circle with fish on it.
2. Check your Lure cards and determine what colors are available in your hand.
3. Select one of the available colored fish that you want to try and catch by placing a matching lure card on the board for all to see. If you do not possess a matching lure color, you do not fish that turn.
4. If you choose to play any Action cards on yourself or other players, do so now.
5. Roll the two 6-sided dice for the desired fish color's number; see catching a fish for details.
6. Once finished rolling for the fish, the turn is over unless directed otherwise via an Action card.

THE SECOND TURN AND BEYOND

Continue to play though the game board's route by taking turns between players; going in a clockwise direction.

WINNING THE GAME: THE WEIGH-IN

- The first player to reach finish, ends the tournament.
- Now it's time to weigh-in and reveal your big catch! Calculate the total of all five fish in your limit. (*Remember, there are 16 ounces in a pound.*)
- *EASY MODE:* If you don't want to calculate ounces, you may choose to only calculate pounds.
- The player with the heaviest limit weight wins the tournament and is handed the title of Top Angler.

CATCHING A FISH

If you WIN the roll:

- Land the fish of the selected color by placing the top card into your possession (only you should know your fish weight.)
- Take the lure card you played, and place it back in your hand.

If you LOSE the roll:

- You do not land the fish, and your turn is over.
- Place the lure card played for the fish in the discard pile

Each fish color differs in difficulty and is consequently larger or smaller in size. To land a fish, both dice must total the below numbers:

GREEN FISH = easy - roll for a cumulative **3** or better

YELLOW FISH = medium - roll for a cumulative **5** or better

BLUE FISH = difficult - roll for a cumulative **7** or better

RED FISH = very hard - roll for a cumulative **9** or better

RE-SUPPLYING LURES

While you are fishing, you will need to re-stock your lure and action card supply:

 If either dice read ONE or TWO during the dice roll for a fish, you have the choice between drawing ONE lure or ONE action card.

CULLING

If you reach your limit of 5 fish, before the end of the game, you may begin culling. This is when you replace smaller fish with the larger ones you catch. There must only be 5 fish in your live well at a time.

THE WRONG BAIT

If you land on a fishing spot and do not possess a lure to match the appropriate fish color, you do not fish that turn. Sometimes you just don't have the right bait.