

Fishing Battles

By

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Roll for your pole

1-2 = You have better bait. Whenever you roll for a bite, you can reel on a one or two.

3-4 = You have a stronger pole. Add +1 to all of your rolls except the bite roll.

5-6 = Wild Card. You can choose the number of one die roll, for one die only, once per game, even on the bite.

Roll for Bite

The whole crew rolls for a bite. A ONE on a D6 means you get a bite, reel 'em in. If you have better bait, you can roll a ONE or TWO. The Ticker will count up to 10 one-thousand out loud and then 10 one-thousand silently. If you don't roll for a bite within the silent 10 one-thousand, you don't even get to roll for a fish, much less roll for bite.

Reel 'em in

- 1) Roll a D6. Remember that number.
- 2) Roll 2D6. If this equals or beats step 1, roll again.
- 3) Roll 3D6. If this equals or beats step 2, YOU CAUGHT A FISH.

It was THIS Big!

- * If you get all 1's on all three rolls, that's a Shark. A Shark beat all size fish, but you're out of the game.
- * If you get all 6's on all three rolls, that a Gargantuan Fish. The only thing that beats a Gargantuan Fish is a Shark. The Bonus of a strong pole will allow you to roll 1 five in all three reel 'em in's.
- * If you get a Flush (all rolls equal the same amount, such as 5-5-5), you get a Lunker Fish. The only thing that beats a Lunker is a Shark and a Gargantuan Fish. Remember, a strong pole may make things uneven.
- * If you get a Straight, (any 3 rolls that ascend by 1 each time, such as 3-4-5) you get a Huge Fish. A Lunker, Gargantuan and Shark all beat a Huge Fish.
- * If you get a High Pair (the same amount for 2D6 and 3D6 such as 12-12), you get a Large Fish. A Large Fish beats a Medium and Small Fish.
- * If you get a Low Pair (the same amount for 1D6 and 2D6, such as a 6-6), you get a Medium Fish. A Medium Fish beats a Small Fish.
- * If you win in no particular order you catch a Small Fish. Small Fish stack Small Fish to beat bigger size fish; e.g. 2 Small Fish = 1 Medium Fish; 3 Small Fish = 1 Large Fish; etc.

Note: You can stack All Fish! The Fisherman with the largest amount of a Small Fish Standard, (i.e. two Huge Fish beats a Gargantuan Fish, etc.) wins!

The Ticker

After rolling for fish, The Ticker (a designated Fisherman) counts to 10 in one-thousands; 1 one-thousand, 2 one-thousand, 3 one-thousand...up to 10 one-thousand, THEN everyone rolls for a bite while the Ticker counts up to 10 one-thousand again, silently. As long as you have rolled for a bite before the time is up the second time, you can reel in as smoothly as you want, but, like fishing, smooth even strokes do the best. If you cast before the Ticker finishes ticking out loud, you have to throw it back, it was just a minnow or a guppy, and you can't cast again this Turn. When everyone either catches a fish or the fish gets away; or The Ticker says Time Out!, the Ticker starts again, out loud.

I WIN!

Whoever catches the biggest stack of fish wins! You can play for as little as 10 turns to as many as 30 turns, determined by everyone fishing. There is no limit to the number of people that can play.