

# Game Rules



7+

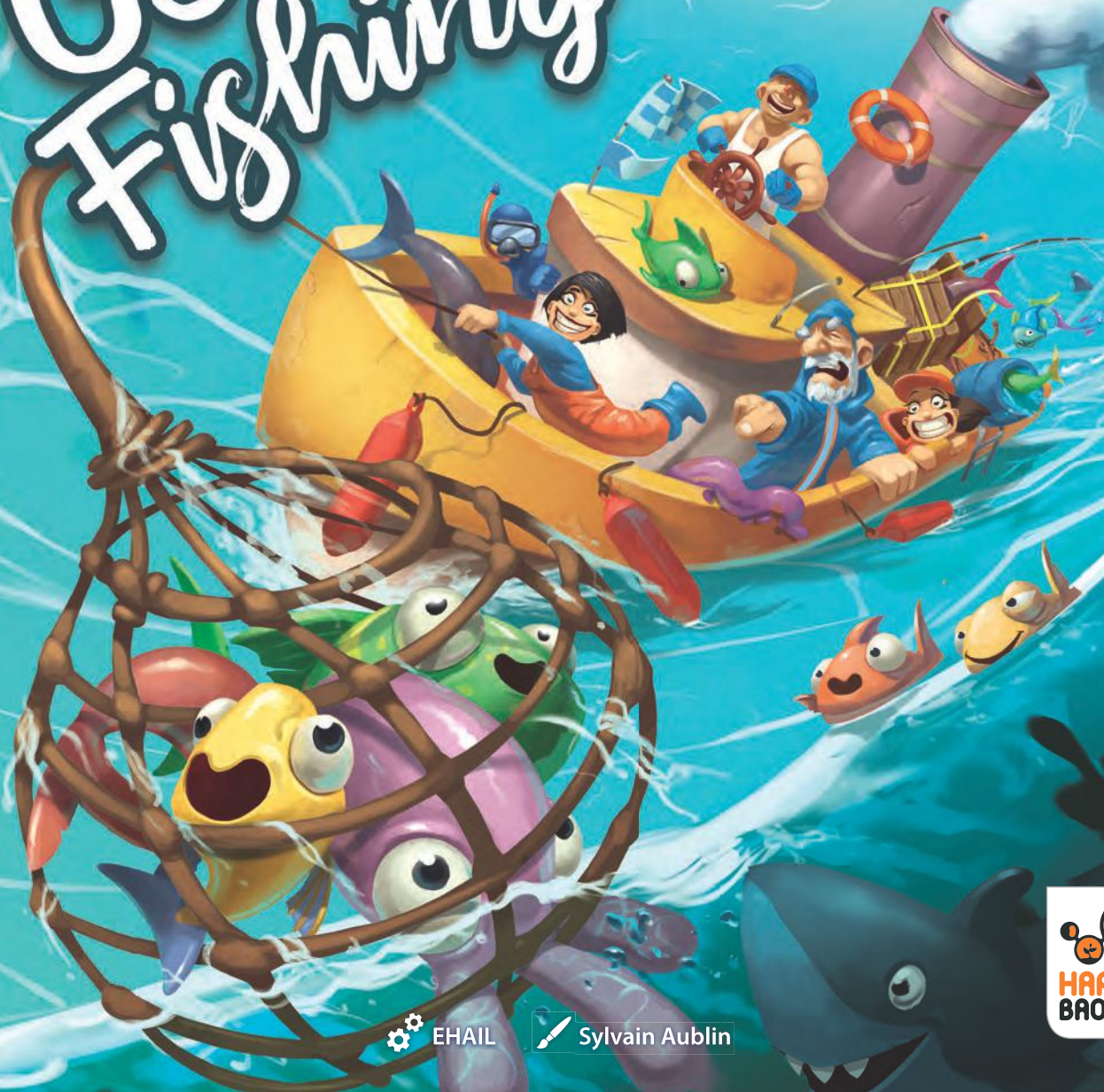


2-4



30+

# Gone Fishing



EHAÏL



Sylvain Aublin



# Gone Fishing



## I. Contents



**75** Fish (5 Kinds, 15 Fish per kind)



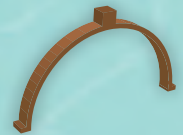
**4** Nets



**4** Boats



**1** Setup Board



**1** Holder



**1** Fishing rod



**1** Fishing line



**1** Fish Market Board



**4** Player tokens

## 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. The net cannot touch fish in anyway. Once you have caught the fish, place one of the fish on the fish market board to raise the price of the fish. After playing 4 rounds, using 4 different nets, the game ends. The player with the most points wins.

## III. Setup

### Assembling Components

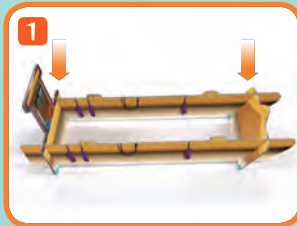
Before playing, assembling the components as shown below:

- 1 To build the boats, refer to the example images on the right.
- 2 Put the fishing line in the hole of the fishing rod and the holder. Make a knot in the both ends of the line.
- 3 After playing, you do not dismantle the boats and the fish rod.

### Setting up the fish

- 1 Create a space on the table to place fish. It should be large enough to fit two setup boards for the best experience.
- 2 Place the setup board on the left side of the table.
- 3 Then, place all fish on the game board, and lift the setup board gently over the table.
- 4 Shake the setup board left and right while moving it toward the right side of the table, spreading the fish evenly.
- 5 If there is no more fish on the setup board, place the board on the side of the table. It is used as scoring board at the end of the game.

Example of Assembling components



Example of Setting up the fish



## Game Setup



- 1 Take a boat of any color and place it in front of you.
- 2 Place the fish market bard on the side of the table.
- 3 Put the nets and fishing rod on the side of the fish market board.

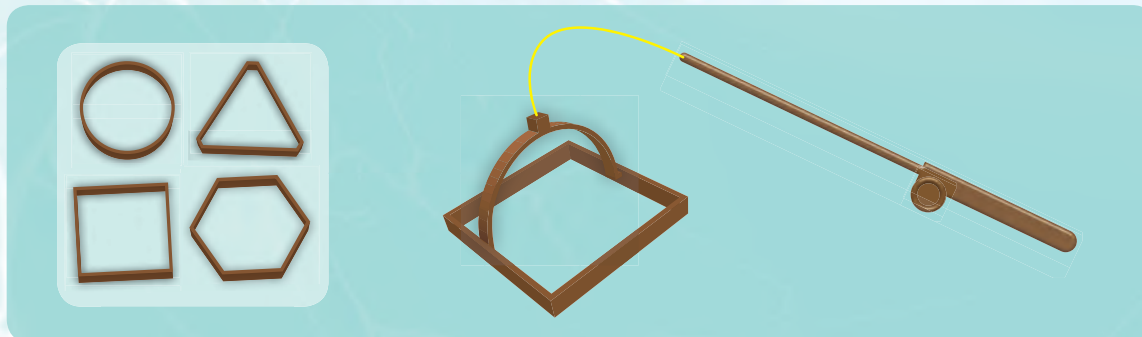
### Example of 4-Player Game



## IV. How to Play

The game is played for 4 rounds. Use a different net per round. (1 net per round)

The person who has gone fishing recently starts first. The first player chooses one of the four nets and assemble it with the net holder. The net will be used until the end of the round. Starting from the first player, each player will have 1 turn to fish.



On your turn, do the actions below in order.

**1 move a fish** ➡ **2 Lower the net** ➡ **3 pull the net to the boat** ➡ **4 put a fish on the market**

The game is played clockwise. After each player has fished once, the player sitting on the left of the first player will begin the next round. The net that has been used previously will not be used until the end of the game.

### 1 Move a fish

At the beginning of your turn, move a fish from the table to any where you want.

You cannot touch any other fish while doing so.



## 2 Lower the net

When players are fishing, they must follow the **Rules for Fishing** below:

### Rules for Fishing

- 1 You must hold the handle of the fishing rod and cannot hold the line, net or any other parts of the rod.
  - 2 Lower the net completely on the table to catch the fish.
- If any fish touches the net or any part of it, your turn ends immediately.



### When you fail to catch a fish

- 1 When a fish touches your net while lowering the net
- 2 When your net touch a fish while pulling it to your boat

You immediately end your turn and take 1 fish from inside of your net. Then, place it on your boat. The rest of the fish stay in the place where they are left.

**Note** If you fail to catch a fish, you do not place a fish on the market.



## 3 pull the net to the boat

If you have lowered the net completely without touching other fish, pull the net to your boat along with the fish inside to your boat. If any fish outside touches the net during this action, you must stop and end your turn.



## 4 put a fish on the market

- 1 You must place one of the fish you caught on the fish market according to their kind.

**Note** Place a fish starting from **x2** according to its kind. When the board is filled up to **x5** of one kind, you cannot place any more fish in that column.

**Note** A player has caught 3 blue fish. One of the three blue fish has to be placed on the market. However, the blue fish is removed and returned to the box if the column is already filled up to **x5**.

- 2 Then, place the rest of the fish on your boat according to their kind.



# Game End

The game ends after playing 4 rounds and players calculate their final scores. Return the remaining fish on the table in the box, and place the setup board in the middle of the table to count the total score. The player with the highest points wins. There are 2 stages for Scoring:

## 1 Calculating points for fish caught

### ➡ 2 Calculating points for fresh fish for bonus points

## 1 Calculating points for fish caught

- 1 The score for each kind of fish depends on the number of fish placed on the market board.
- 2 Each player calculates their score according to the number of each fish caught multiplied by the number on the market board. Then, move the scoring marker on the board.

## 2 Calculating points for fresh fish for bonus points

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

- 1 Begin the freshness test with the blue fish on the left-most side of the market board. From the player who has the most points, each player grabs all Blue fish they caught and toss them gently on the table.
- 2 If a fish lands upright, you receive 1 bonus point. Then, move the scoring marker on the board according to the bonus points received.

Example of Fresh Fish

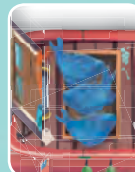


After finishing the freshness test for **Blue** fish, the players continue the test with **Purple**, **Green**, **White**, and **Red** in the order and receive bonus points accordingly. After scoring, the player with the most points wins the game. If there is a tie, the player with more Blue fish wins the game. If there is a tie for **Blue** Fish, compare the number of **Purple** ➡ **Green** ➡ **White** ➡ **Red**, in the order until the winner is decided.

1



3 Points



3 Fish

Blue Fish : 3 Points X 3 Fish = 9 Points

2



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

## Example of Scoring



① **Blue Fish** : 3 Points X 3 Fishes = **9** Points + **2** bonus points = **11** Points

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

③ **Green Fish** : 1 Point X 4 Fishes = **4** Points + **2** bonus points = **6** Points

④ **White Fish** : 5 Points X 1 Fish = **5** Points + **1** bonus points = **6** Points

⑤ **Red Fish** : 3 Points X 2 Fishes = **6** Points + **0** bonus points = **6** Points

Total : **31** Points



## Credits

 **EHAIL**  
 Sylvain Aublin  
 Ian Parovel  
[www.happybaobab.com](http://www.happybaobab.com)

© 2019 Happy Baobab Co., Ltd. All rights reserved.