



Objective

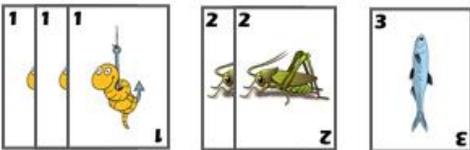
The object of Fishin' Hole is to toss your Bait Cards onto Fish Cards to catch them. You earn points for sets of fish you have at the end of the game, but may need to sell fish to buy more bait. Players will go on four Trips and the player with the best Catch at the end of the game wins!

Components

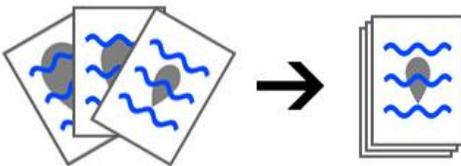
- 24 Bait Cards
- 39 Fish Cards
- 1 First Caster Card

Game Setup

Give each player one color set of bait cards (3 Worms, 2 Crickets, and 1 Minnow each). Set aside any extra Bait Cards. Each player's Bait Cards are kept secret in their hand.



Next, shuffle the Fish Cards together and place the Fish Deck on the table, silhouette side up.



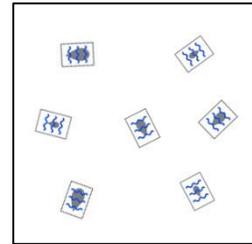
Give the Start Player Token to the player who most recently went fishing.

Trip Setup

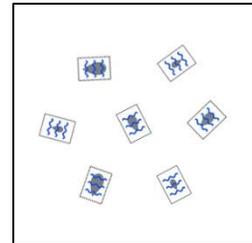
The Start Player decides which trip the players will go on first. When placing the Fish Cards, make sure none of the fish cards are touching.

Deal out 9 cards from the fish deck, Silhouette side up. Arrange them in one of the following patterns, or create your own.

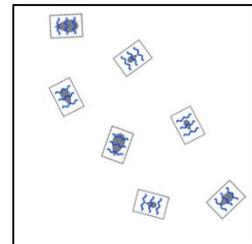
Lake: Create a circle of Fish Cards with one or two in the center. Leave a lot of extra room between cards.



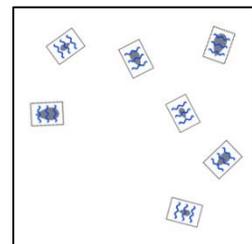
Pond: Create a small circle of Fish Cards with one or two in the center.



River: Create two staggered rows of Fish Cards.



River Bend: Similar to the River, but make a curve as you lay the Fish Cards.



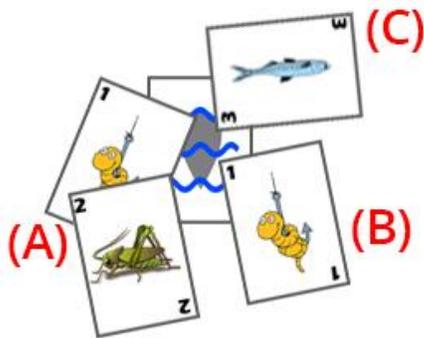
Gameplay

Cast: Beginning with the Start Player, players will choose a Bait Card from their hand and toss it on the table, face down. Players toss their bait card one person at a time, attempting to land it on a Fish Card. When tossing Bait Cards, your hand cannot go above the table.

Tangled Lines: If 2 or more Bait Cards are touching, those players cannot catch any fish this round, even if their Bait Cards are touching a Fish Card. If there are remaining Bait Cards touching the Fish Card but not touching another Bait Card, those players can still catch the fish.

Catch a Fish: The player with the highest numbered Bait Card touching a Fish Card catches the fish! If there is a tie, the player who Cast first catches the fish. That player may look at the fish side of the card to see how big it is, then place it face down in front of them in their Catch.

Example catch: In this example, two players' Bait Cards are touching, and therefore tangled (A). Neither player can catch any fish during this turn. The 3rd player has properly landed his Bait Card on the fish (B), but the 4th player has landed a higher value bait Card on the fish (C). The 4th player will win the fish.



Discard Bait Cards: At the end of the round, players whose Bait Card was tangled or was touching a Fish Card is discarded face up beside their Catch. These Bait Cards remain discarded for the remainder of the Trip. If a Bait Card was not tangled or touching a Fish Card, it is returned to its owner's hand without being revealed.

Pass the Start Player Token: Pass the Start Player token clockwise around the table and begin another round, with that player casting first.

Ending a Trip: The Trip ends when all the Fish Cards are caught or all players run out of Bait Cards.

Retrieving Bait Cards: At the end of the Trip players return all Worm Bait Cards to their hands. Players may optionally discard one Fish Card from their Catch to return a Cricket or Minnow Bait Card to their hand, one Fish Card per Bait Card. Fish Cards discarded in this way are done so face up near the Fish Card Deck.

Another Trip: After Point Tokens have been awarded, discard all Fish Cards from the Trip. Players regain all their previously used Bait Cards for the new Trip. The player who caught the fewest fish on the previous Trip gets to determine the next Trip. If there's a tie, the player with the lowest overall score decides.

Ending the Game

After the players have completed their fourth Trip, it's time to score the catches.

Sets of 1 Species: Players receive points shown on the Fish Cards for each set of 3 they have of that species in their Catch.

Sets of all 4 Species: Players receive 5 points for each set of all 4 species they have in their Catch.

Largest of each Species: Players receive points shown on the Fish Cards for having the largest fish of that species.

Fish Cards may apply to multiple sets. For example, a player with 3 Perch, 1 Trout, 3 Bass, and 1 Salmon will receive 2 points for the set of Perch, 4 points for the set of Bass, and 5 points for the set of all 4 species (plus any additional points for having the largest of a species).