

GAMEWRIGHT®

Lucky Catch™

The Reeling and Rolling Dice Game
For 2-5 Players, Ages 5 & Up



Content

- 24 game tiles:
 - 4 blow fish
 - 4 crab tiles
 - 4 octopus tiles
 - 4 sea bass tiles
 - 7 old boot tiles
 - 1 treasure chest tile
- 1 color die
- 1 sea creature die

Object

Catch-and-keep-the most fish and the fewest old boots to win the game.

Before you play for the first time...

Punch out the game tiles along the perforations and get to know what you are fishing for. There are four different sea creatures: blowfish, crab, octopus, and sea bass. Each has a red, a green, a blue, and a yellow tile.

There are two different dice. One has a red, a green, a blue, and a yellow side, plus two purple “wild” sides. The other has a blowfish, crab, octopus, and sea bass on four sides, and “Lucky Catch” on the other sides.

When you go fishing, you’ll try to match the dice colors and pictures to the colors and pictures on the game tiles.

Set-up

Mix up all 24 game tiles. Place them face down on your playing surface in six rows of four tiles each: this forms the Lucky Catch Sea.

Let’s go fishing!

The youngest player starts first. The first player to go fishing rolls both dice. Then she turns over one tile in the sea. If the tile matches both the creature and the color shown on the dice, she keeps the tile. Otherwise, she turns the tile back over and her turn is over.

For example: The color die shows red on its top side, and the creature die shows a blowfish on its top side. To make a match, you need to find the tile that has a red blowfish.

Play moves clockwise around the Lucky Catch Sea, with each player rolling the dice, then turning over one tile. Make a match, and you can roll and fish again. No match? Then your turn is over.

Making — or stealing — a catch

When you pick a game tile in the sea that matches the dice, reel it in! Place the tiles you catch face down in a row in front of you. This is your catch.

Once caught, leave your catch in place. Don’t change the order. Why? Because players can not only fish in the sea, but also in each other’s catch. You can also fish in your own catch.

For example: You roll yellow and a crab. You remember that another fisherman has already caught the yellow crab. You also remember where he has it in his catch row. If you can run over the correct tile, you get to take the tile, add it to your catch, and take another turn. If you’re wrong, your turn is over. If you already caught the yellow crab and turn over the correct tile, you get to roll and fish again. If you turn over the wrong tile in your catch, your turn is over.

Wild Bait

If the color die comes up “Wild”: you only need to match the sea creature you rolled, of any color, to catch a match.

If the sea creature die shows “Lucky Catch”: you only need to match the color you rolled, on any creature, to catch a match.

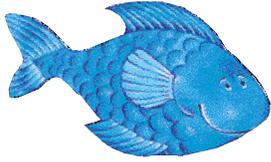
If you roll both “Wild” and “Lucky Catch” any creature tile in the sea is a match. (You cannot fish in another player’s catch on a “Lucky Catch”.)

Getting the Boot

If you turn over an old boot tile, you have to take it and add it face down to your catch: your turn is over. And if you go fishing in someone else’s catch and pick an old boot, you have to add it to your catch and your turn is over. At the end of the game, you lose points for each old boot tile in your catch, so try to avoid them if you can.

The Treasure Chest

Lucky you! The treasure chest tile is yours to keep and worth two points. No one can take it away from you, so set it in front of you, face up.



Ending the game

The fishing is over when there are no more tiles in the Lucky Catch Sea. Turn over your catch so the tiles are face up. You score one point for each sea creature tile, but lose a point for each old boot. Whoever has the treasure chest gets two extra points. The player with the most points wins.

Variations

To make the game simpler for very young children:

- Use only one die. Use the color die and make matches just by color. Wild die matches and color. Or use the sea creature die and just match the creature, regardless of color. Lucky Catch is wild and matches any creature.
- Use only the sea creature tiles and set them up in four rows of four. Don't use the old boot tiles or the treasure chest.
- Allow each player two chances each turn to match the dice combinations they rolled, unless they roll Lucky Catch, which matches any tile.

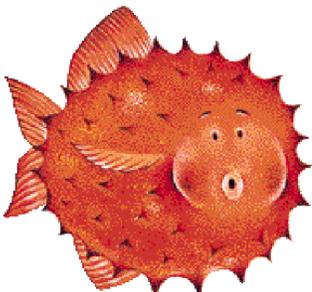
To simplify and reduce competition:

- Fish only in the sea or your own catch. Don't fish in other players' catch.

To make the game a little more competitive:

- If you fish in another player's catch but turn over the wrong tile, that player can take any of your tiles, including the treasure chest.
- Before setting up the game, draw one sea creature tile. All creatures of that type of color are worth 2 points. That exact tile is worth 4 points. Be sure to mix up the tiles well before you build the Lucky Catch Sea.

For example: You draw a blue octopus. At the end of the game, all octopus tiles are worth 2 points. All blue creature tiles are worth 2 points. And the blue octopus tile is worth 4 points.



A Word from Gamewright

Just like real fishing, Lucky Catch is a combinations of luck, skill, and paying attention. A roll of the dice gets the game going, and luck reigns at the beginning. But as the fishing continues and each turn shows where another sea creature is hiding, players rely more and more on their attention on a mental task, practice their colors, and learn to match pictures.

Warning: you can get hooked on this game! Now, where was that blue blowfish ...?

-The Gamewright Gang

Note: In all our rules, we use "he" or "she" to include everyone!

Game by Jurgen Heel



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