

GONE FISH'N™

The Legend of Leech Lake
Card Game

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Contents • 63 Cards

40 Water (30 Fish, 10 Action)

8 Island

12 Any Luck

3 Competition



Setup

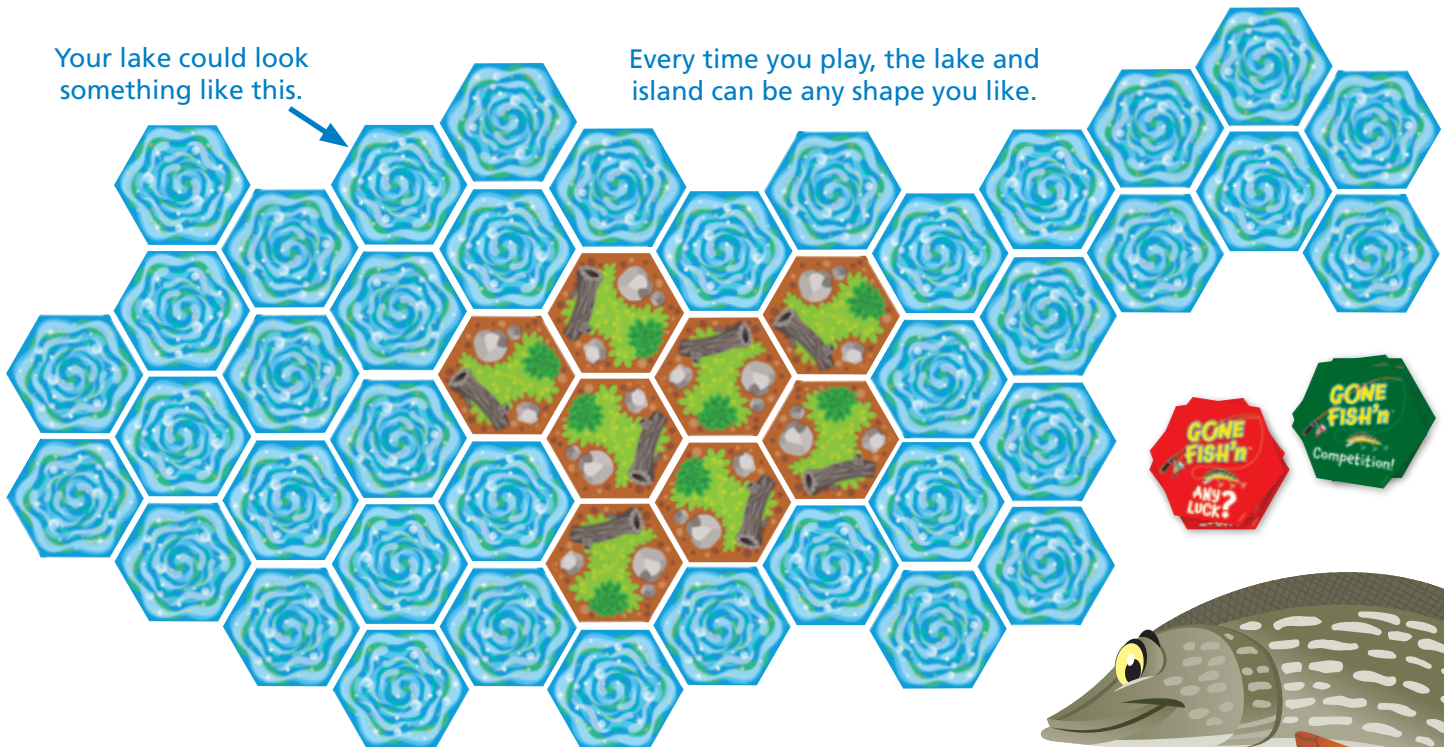
Remove the Any Luck and Competition Cards from the deck, shuffle separately, and set both stacks aside. Shuffle the Water and Island Cards together. Take turns laying Island and Water Cards face down in the play area until all cards are used. *Remember not to look at the fronts of the cards!*



Tackle Box Tip: Lay the Water and Island Cards in any shape or pattern you like! Leaving a little space between the cards makes it easier to flip them over when you fish.

Your lake could look something like this.

Every time you play, the lake and island can be any shape you like.



Let's Go Fish'n...

Object of the Game: Have the highest total "fish points" when all of the Water Cards have been drawn.

Every turn begins with one of two possible actions:
Draw a card, or start a fishing competition.*

Drawing Cards

- If you choose to draw a card on your turn, you may draw a Water or Island Card from any location. Flip it over to reveal what's on the other side...
 - If it's a **fish**: Way to reel! You earn the points shown. Show everyone your catch! Place the fish card face up in front of you. This ends your turn.
- If the card tells you to draw an **Any Luck Card**: Take the top card from the Any Luck stack and follow the instructions. Any luck? Discard both cards out of play to end your turn.
- Follow the directions on any **Island Card** you turn over and discard it out of play to end your turn, with these exceptions:
 - If you draw the Shovel Card, place it face up in front of yourself. Way to dig!



Tackle Box Tip: Catch a little one? Don't worry, there's enough luck in this lake for any angler to catch up!



Tackle Box Tip: The Island contains many hazards and only ONE Golden Fish. The Golden Fish prize is yours to keep and cannot be taken by your fellow anglers, but you **MUST** find (or win) the shovel first!

- Play always moves to the angler on your left.



Tackle Box Tip: This lake is home to a legendary fish named "Big Eddie." Reel Eddie in (and keep him) to give your final points a boost. Beware! Other anglers get chances to net Big Eddie during fishing competitions.



*Fishing Competitions

- Instead of drawing a card, you may choose to use your turn to challenge one other angler to a competition. **Note:** BOTH anglers must have at least TWO fish for competitions and you may not choose to challenge more than two turns in a row.
- First, choose your competitor!
- Shuffle the three Competition Cards.
- Without looking, the players each draw a Competition Card. The player challenged gets to draw first.
- Fish-off! Each player flips the Competition Card and compares numbers.
- The player with the highest number WINS!
- The winner may choose one of two prizes: A fish or the Shovel Card. The Golden Fish is not a prize.
 - If choosing a fish, the losing player mixes all of their fish cards face down. The winner chooses one card and adds it to their cards. Nice catch!
 - A player may choose the shovel as a reward if the losing player has it and has not yet captured the Golden Fish from the island. The Shovel Card is not worth any points when the game ends but it is key to finding and keeping the Golden Fish!
- Both players turn their fish cards face up to end the competition and that player's turn. Play moves to the left.



How to Win

- The game ends when the last Water Card has been drawn and that player's turn is finished. The game can end without all of the Island Cards being drawn.



Tackle Box Tip: If you find yourself in the weeds with the game winding down, challenge other players (with bigger fish!) to fishing competitions to try to catch up faster.

- Everyone counts their fish points.

The player with the highest total WINS!

