For 2 to 6 players Ages 7 to adult

Catch

Game Rules

Object:

Be the player with the most fish tokens when the game ends. Seven special dice determine if a player will catch any fish.

Contents:

7 game dice, 42 fish tokens, 6 numbered fish cards, label sheet.

Set Up:

- Put 1 fish label in any order on four game dice.
- Put 2 fish labels in any order on two game dice.
- Put 3 fish labels on the remaining game die.

Place the six fish cards in the center of the playing area in two lines of three cards each (1, 2, 3 then 4, 5, 6). Give seven fish tokens to each player.

The youngest player will be first Captain (roller) then play moves to the left, with the role of Captain changing after each round. The first Captain takes the seven fish dice and puts them in the tail end of the fish which is used as a dice cup.

Playing:

All players – including the Captain – put a fish token in the center of the playing area. Beginning with the player to the left of the Captain, all players in turn, including the Captain, take a fish card. When there are less than six players, there will be at least one fish card left over. **(For 3 or 4 player rules on this, see the end of the sheet)**.

The number on the fish card represents the player's guess on how many fish the Captain will roll in total. The Captain rolls the dice and puts any fish that they rolled off to the side. They then roll the remaining (blank) dice. The Captain must stop when he or she rolls all blanks OR at any time he/she decides to. (Yes, the Captain can stop rolling when he/she rolls the number of fish that matches the card that they — or any player — have!)

Add up the number of fish that have been rolled. If a player has the fish card that matches that number, they take all the fish tokens from the center area.

If no player has the matching fish card for the number of fish rolled, the fish tokens remain in the playing area for the next turn.

Rolling seven fish:

If the Captain manages to roll all seven fish during their turn, they get the fish tokens in the center area.



Rolling all blanks on the first roll:

If the Captain rolls seven blank faces on their first turn, the round ends and they pass the dice to the next player. The fish tokens remain in the center area.

The fish cards are placed back in the center area. All players put a fish token in the center area and, again, starting with the player to the left of the new Captain, pick a fish card to start the next round.

Last Chance for the Captain:

The game ends when at least one player has no fish left to put in the center area. However, if one of those players is the Captain, and if the fish are not won by any player on that round, the Captain takes a 'Last Chance' fish from center area to use on the next turn. If they do not win on that turn, the game ends immediately.

Ending and Winning the Game

As soon as one player has no fish tokens, the tokens are counted and the player with the most wins. If there is a tie, those players play one or more rounds until the tie is broken.

Variation for 3 or 4 players

Start the game as above, but after each player has chosen a fish card, they may, in turn and starting with the player to the left of Captain, choose to put two more fish tokens into the center area and take one additional fish card to get an extra chance of winning. Players are not required to choose a second card, and no player may have more than two cards.





We appreciate your comments on Catch of the Day. Please send your correspondence to:

Pressman Toy Corporation Dept: Catch of the Day 121 New England Ave. Piscataway, NJ 08854-4126

Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

Bressman®

©2009 Pressman Toy Corporation, New York, NY 10011. Made in China.

Visit our website at: www.pressmantoy.com