# LURE

2-5

15'

7+

Roll dice and use lures to catch the most elusive freshwater fish!
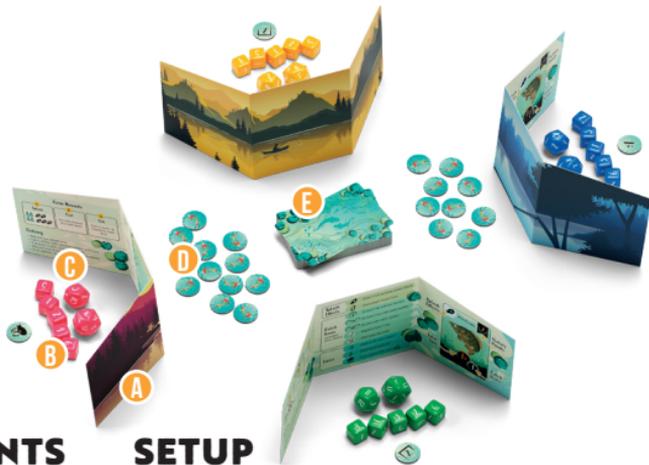
COMPONENTS

- **A** 5x Player Screens
- **B** 25x Dice *(5 per player)*
- **C** 10x Special Dice
  (2 per player)
- **D** 24 Lure Tokens
- **E** 30 Fish Cards

SETUP

1. Each player takes a **screen** and all **7 dice** of 1 color. Put your dice behind your screen.
2. Flip all **lure** tokens facedown and mix them to create a draw pile. Each player draws **1 lure** and puts it faceup behind their screen.
3. Shuffle all **fish** cards and place the deck in the middle. *With 2-3 players, randomly remove 10 cards from the game.*

OVERVIEW

Secretly choose dice and take turns rolling to catch fish. Roll fewer dice to go first, or roll more to hook a bigger fish—just hope they aren't all caught before your turn!

GAME ROUNDS

The game is played in rounds. Each round has 3 steps:

1 **Splash:** Draw new **fish** faceup in the middle.

2 **Cast:** All players secretly choose **dice** and **lures** to play, then reveal.

3 **Fish:** Going from **fewest to most** dice, each player takes a turn to roll and catch fish.

1 SPLASH

Start each round by drawing **3** new fish *(or 2 new fish with 2-3 players)*. Any fish leftover from last round stay in the middle.

Each time you draw a fish with a **splash effect** (in the top left), activate the effect immediately. *Splash effects are listed on your screens.*

Splash Effect

Victory Points (VP)

Catch Number

Catch Requirements

White Crappie

2 CAST

At the same time, each player secretly chooses any number of dice and lures behind their screen. Hold out your hands with your choices hidden inside. When everyone is ready, shout **"Ready... Cast!"** and reveal at the same time.
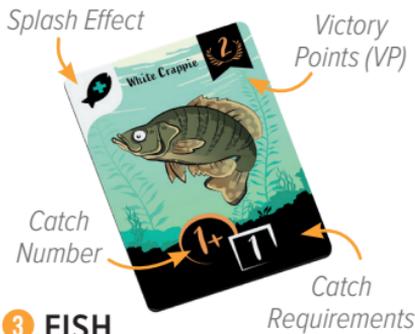
3 FISH

Count how many **dice** each player revealed (not lures). In order from **fewest to most** dice, each player takes a turn to roll and catch fish. *If 2 or more players reveal the same number of dice, they roll together (see pg. 3).*

3rd

2nd

1st

Blue revealed 1 die, so they go first.

FISHING TURNS

A

On your turn, roll your dice, then optionally use any **adjust** lures you played.

B

Place **all** fish you can catch in your facedown score pile. You can catch a fish if your roll adds up to at least its **catch number** AND you meet any **requirements** it has.

C
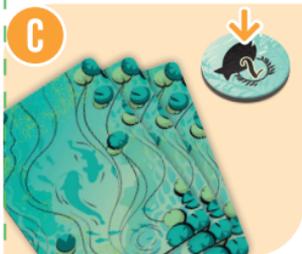
If you caught at least 1 fish, place all **boast** lures you played near your score pile.

D

Discard all other lures you played. If you caught NO fish, draw **1 lure.**

E

Place any **special dice** you rolled in **front** of your screen. Return your other dice behind it.

ROLLING TOGETHER

Players who reveal the same number of dice roll at the **same time.** If they can both catch a fish, the **lower total** gets it. If tied, no one gets it (leave it in the middle).

LURES

You can **only** use lures you reveal with your dice (not lures you keep behind your screen). Discarded lures are placed in a faceup pile. If the draw pile ever runs out, shuffle the discards into a new one.

Adjust You may rotate a die **up or down by 1.** You can adjust a die with multiple lures, but never beyond its highest or lowest number. Once you catch a fish, you can't adjust any more dice.

Extra Die Add this number to your roll and treat it like a **die** for catch requirements. It does **not** count as a die for turn order. You can't adjust it.

Boast If you catch any fish, score **2VP** (place in your score pile). If not, discard this with your other lures. Catching 1 fish scores all boasts.

CREDITS

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SPECIAL DICE

Each special die you roll can meet catch requirements, just like a normal die. After fishing, place it in front of your screen to show you **can't use it again for 1 round.** On your next turn, return it behind your screen with your other dice.

NO FISH LEFT

If the last faceup fish is caught, **everyone** who hasn't rolled yet discards all lures they played, draws 1 lure, and returns their dice (special dice still go in front).

GAME END

When the last fish is drawn from the deck, finish the current round, then end the game. Each player scores **victory points (VP)** on all fish and boasts in their score pile. Most VP wins!

In a **tie,** the tied player with the fewest fish wins. If there's still a tie, the win is shared.