## **Choose Color and Order**

Choosing a color isn't critical, but provides a way to determine scoring during game play. The "shooting" order can be done via coin flip or slide a single puck closest to a given target or closest puck to the end of the table or whatever method you'd like. Once the order is selected, each player takes a turn sliding their colored puck. Unlike the traditional game, play is only from one side of the table (the side with the logo).

## **Sliding Pucks**

Pucks are slid from the end of the table and cannot be slid from the side of the table. Throwing pucks is considered highly inappropriate.

## The Play

- Only the puck closest to the fishing hole scores.
- Closest to hole score lesser weight.
- Touching weight score that weight.
- Touching both weights score lesser weight.
- Puck completely inside hole score both weights.
- Puck touching tree player lost their lure and a fish can't be caught in this round. This only applies if a player's puck is NOT touching the current hole in play! Ex, playing hole 3 and touching the tree right next to the hole.
- No pucks of one color on board player is OOB and loses their turn in the next round.
- After all 6 fishing holes have been completed, each player individually slides <u>one</u> puck to try to catch the lunker. To score, the puck must be in the hole hanging over the back edge. Remove 1st player's puck before 2nd player tries.
  - All players catching the lunker, may have their name added to the Fishing Hall of Fame on the Shuffle Games website.
- Largest total weight wins.
  - J If tied, play sudden death
    - Ustarting with fishing hole #1, one player shoots one puck. If they touch or score a weight, that's the weight the 2nd player has to tie or beat. If the 1st player does not score a weight, they get a zero.
    - The 1st player's puck is removed from the board and the 2nd player slides one puck. If one of the players has a higher weight total, they win. If they're tied, move on to the 2nd fishing hole and continue play until a winner is determined.