



GAME INSTRUCTIONS

Game Contents:

- Game Board
- Instruction Sheet
- 3 Boats
- 6 Lure Markers
- 100 Game Cards
(60 Fish Cards & 40 Action Cards)

Get Hooked™ can be played with 2 to 6 players.

I. OBJECTIVE:

Claim the tournament crown by being the first player or team to catch 30 points worth of fish OR the first player or team to catch 3 Trophy Fish. If individuals want to take on teams, the individuals playing alone win if they catch 20 points worth of fish or 2 Trophy Fish.

II. GAME SETUP:

1. Players may either participate alone or in teams. Teams consist of two players that share the same Boat and Stringer (Maximum 3 Teams of 2). Teammates use the same color Tackle Box on their respective sides of the Game Board and should sit opposite of each other when playing the game. If playing with a teammate, choose which player will manage the Stringer for the team.
2. Players choose their Tackle Box. Teammates use the same color Tackle Box. Everyone places their Lure Marker on the "No Lure" Space in their Tackle Box.
3. Players choose the Boat that matches the color of their Tackle Box. Place the Boats at The Dock on the Game Board.
4. Shuffle the Game Deck (Fish Cards and Action Cards together).

5. Deal 5 cards to each player. Place remaining cards on the table to form a Game Deck. Players may only look at their own hands. The person to the left of the dealer begins the game.

III. PLAYING THE GAME:

To "catch" fish from your hand, you must move your Boat to the correct Fishing Spot and have your Lure Marker on the correct Lure in your Tackle Box. This could take up to three turns to accomplish. The exception to this would be an Action Card (see definitions below in Section IV. Game Deck). Each step may consist of:

1. **Draw Step:** Begin your turn by drawing one Card from the Game Deck.
2. **Action Step:** The next step is to play an Action Card. You may choose to skip this step if you do not have an Action Card or want to save one for a better time.
3. **Fishing Step:** Players may choose to do **ONE** of the following actions during this Step:
 - A. Move your Boat** - Move Boat to a new Fishing Spot (only ONE Boat per Fishing Spot). **OR**
 - B. Change your Lure** - Move the Lure Marker in your Tackle Box. **OR**
 - C. Catch a Fish** - If you have on the correct Lure and your Boat is in the right Fishing Spot for the Fish Card in your hand, you may then catch ONE

fish and place it FACE UP on the table (this will be your Stringer) Note: Some Action Cards allow you to catch more than 1 fish or to catch fish directly from your hand even without having on a Lure or being in the correct Fishing Spot.

THE STRINGER: When a player catches a fish, they place the card FACE UP in front of them to create a Stringer. Teammates will share the same Stringer. Place cards on the Stringer so they are visible and easy to count.

NOTE: If a player has less than five cards at the end of these three steps, they must draw back to five cards. This ends the player's turn.

IV. THE GAME DECK:

The Game Deck consists of 2 types of cards - Fish Cards and Action Cards.

1. **Fish Cards** are the fish that you catch during the game to earn points. Each Fish Card lists its point value, the Lures that can catch the fish, and the Fishing Spots where they can be caught.
2. **Action Cards** can help you OR make the game more difficult for your opponents. There are 2 types of Action Cards:
 - A. "Instant" Action Cards:** These cards define an action that is done immediately. After playing an "Instant" Action Card, place it in the Discard Pile immediately after following the directions on the card.

****NOTE:** If the "Instant" Action Card directs a player to move to a new Fishing Spot, change a Lure, or catch a Fish, this does NOT count as their FISHING STEP for that turn.**

B. "Round" Action Cards: All players must follow the instructions on this card for the ENTIRE round. The Player who uses a "Round" Action Card on their turn, places the card FACE UP in front of them until their next turn. They are then responsible for making sure that the directions on the card are followed throughout the entire round. After the round is complete (all players have finished their turn), the Action Card is placed in the Discard Pile.

****NOTE:** If a player's turn is skipped, this still counts as their "turn" in regards to finishing a round.

RANDOM CHOICE: Some Action Cards state that a fish must be chosen at random from a Stringer or a player's hand. To do this, simply shuffle the Fish Cards upside down and draw one at random.

TEAM PLAY: Teams share the SAME Boat AND Stringer. All players have their OWN Tackle Box and play with their OWN hands. Teammates may NEVER discuss their hands during game play.

V. FISHING GUIDE:

The Game Deck consists of 2 types of cards, Fish Cards and Action Cards.

FISH TYPE	QTY	POINT VALUE	FISHING SPOT	LURE	TROPHY FISH	QTY	POINT VALUE	FISHING SPOT	LURE
Bullhead	12	1	Any Fishing Spot	Any Lure	-	-	-	-	-
Perch	10	2	Weed Bed, Dam, Reeds	Spinner, Worm	Trophy Perch	1	3	The Deep	Jig
Sunfish	10	2	River Mouth, Lily Pads, Reeds	Jig, Worm	Trophy Sunfish	1	3	The Deep	Worm
Trout	8	3	River Mouth, Dam	Fly	Trophy Trout	1	4	The Deep	Fly
Bass	5	5	Lily Pads	Spinner	Trophy Bass	1	6	The Deep	Spinner
Northern Pike	5	5	Weed Bed	Spoon	Trophy Pike	1	6	The Deep	Spoon
Walleye	3	7	Drop Off	Jig	Trophy Walleye	1	8	The Deep	Jig
Muskie	1	10	The Deep	Spoon	-	-	-	-	-

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