

OBJECT

- To collect sets of 3 Game Fish cards each while also trying to catch Big Bass with Big Lure cards.

SETUP

- Shuffle the deck and deal five face down cards to each player. Put the rest of the deck face down in the center of the playing area. This is the Fish Stock pile.
- Players can now look at the cards in their hands, holding them secret from opponents at all times. The player that the group considers "the fishiest" gets to go first. Turns go clockwise.

HOW TO PLAY

- When it is your turn, you can ask any player for one specific Game Fish card, so long as you already hold at least one of those fish in your hand. So, to ask for "Mr. Pike" you must already have at least one Mr. Pike card in your hand (can be orange or blue).
- You can also ask for a Big Bass card, so long as you hold a Big Lure card in your hand. However, you must ask for a Big Bass card by name. So, you would have to ask specifically for the "Big Spotted Bass", "Big Redeye Bass", Big Neosho Bass" or "Big Black Bass".
- You can also ask for a Big Lure Card at any time!
- A player who is asked for a card must say if he or she has it, and if so, hand it over. **HINT: Arrange cards in your hand by fish! It makes it easier to keep track of sets and respond to requests!**
- When you receive a card that you asked for, you get another turn. You can ask the same player or any other for a new card.
- Now, any time you catch three game fish cards of the same color (all Orange or all Blue), lay them down in front of yourself as a set. These cards are now "in the cooler" and protected!

CATCHING A BIG BASS

- If you can get both a Big Bass card and a Big Lure card in your hand at the same time, then lay the pair down in front of yourself. You've caught a Big Bass! These cards are now "in the cooler!"



You caught
a Big Bass!

SAYING GO BASS!

- If a player who is asked for a card does not have it, that player says: "Go Bass!" All players must now choose one card from their hand to pass to the player on their left. It can be a Game Fish, Big Bass or Big Lure card. The player whose turn just ended draws 1 card from the Fish Stock. It is now the next player's turn.

FINDING YOURSELF OUT OF LUCK

- If you are out of cards, then you must say "I'm out of luck!" in place of your turn. If there are cards in the Fish Stock you can draw one.

HOW THE GAME ENDS

- The game is over when any player runs out of cards by receiving a card from another player (or from the Fish Stock) that either completes a Game Fish Set or catches a Big Bass.
- The game is not over when a player runs out of cards by giving up his or her last card to an opponent. When this happens, the player is temporarily out ("out of luck"), but the game continues.

SCORING

- When the game is over, players total up the number of sets in their coolers. Game Fish Sets are worth 2pts per set. Hooked Big Bass are worth the number of points shown on the card.



Fish Set

2 points!

WINNING

- The player with the most points at the end of the game wins!

LONGER PLAY

- You can change the rules so that a player must request a Fish card by both name AND color. So, for example, a player would have to ask for the "BLUE Mr. Catfish" or the "ORANGE Mr. Pike".
- Play an agreed upon number of rounds, or set a point total (such as 75 points) and the first player to reach that total wins!

FUN PLAYING TIPS

- While you must be truthful in answering if you have a card or not, part of the fun is trying to confuse, mislead or bluff opponents into **thinking** you have (or don't have) some cards & not others!
- You can remember the names of the 4 Big Bass in this game by looking at the cards below!



- Big Spotted Bass
- Big Redeye Bass
- Big Neosho Bass
- Big Black Bass

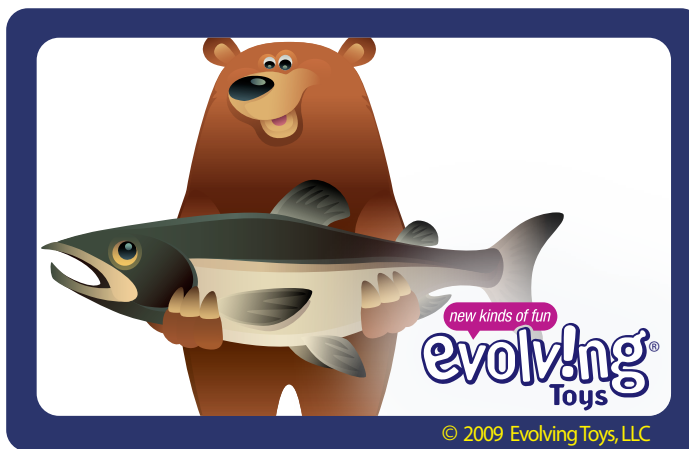
FOR THE STICKLERS

There are lots of different species of bass, and everyone's definition of a "Big Fish" is different! So forgive us if we've "muddied the waters" by including Black Bass, Neosho Bass, Small Mouth and Large Mouth as the Big Bass in our game! And for all those anglers out there who might say that the lures on our cards ain't exactly the best for catching Bass, well, we like 'em anyway!

WORD FROM EVOLVING TOYS

We hope this fishing game provides some fun while you're not out there catching the real thing. Don't forget to follow your lake or waterway's catch and release policy, so that there's enough fish out there for everyone to enjoy!

Please check out evolvingtoys.com for any updates or FAQs regarding these rules, and to see our other great games!



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2-4 players Ages 6+ 15+ min

OVERVIEW

Go Bass! is a fast fishing variation of the classic game of Go Fish! There are 14 sets of 3 Game Fish cards (7 Orange Sets & 7 Blue Sets) plus four Big Bass cards that can be hooked by four Big Lure cards. The goal is to get Game Fish Sets and Hooked Big Bass into your cooler, so that you can count up their points before releasing them back into the water at the end of the game!

Now, fish are always swimming. That's why when someone says "Go Bass!" in this game, the asking player draws a card from the Fish Stock AND everybody passes one card to the player on the left!

CONTENTS

- 42 Game Fish Cards
- 4 Big Lure Cards
- 4 Big Bass Cards

Have fun with the included **Sticker Pack** - you can put them on your tackle box, your lunchbox, or wherever you like!