

Fishing Spot #3

*Your line gets snagged.
Give one of your
bass tokens to the angler
on your left.
Stay on this spot
until you roll a 4.*

*You've lost
your anchor.
Lose a turn
while you
retrieve it.*

Lucky lure!
*Collect a
bass token.*

*Your boat's
motor stopped
running.
Move back 2
spaces while
you repair it.*

*The fish are
biting!
Collect a
bass token.*

*You know a shortcut to
the next fishing spot.
Move ahead 3 spaces!*

*Oh no! There's a
hole in your net.
Put 1 bass token
back in the lake.*

Lucky lure!
*Collect a
bass token.*

STOP!

*You have arrived at the
finish line and weigh-in
station. The first player
at the finish line gets
to add 1 pound to their
final score!*



Bass Tournament Game



*Place all bass
tokens here in
the lake area.*

Boat Launch START HERE

*You are now registered
for the tournament.*

(MOVE IN THIS DIRECTION)



*The fish are
biting!
Collect a
bass token.*

*There is heavy
boat traffic
ahead of you.
Move back 1
space.*

Oh no!
There's a
hole in your
boat.
*Put 1 bass
token back in
the lake.*

The fish are
biting!
*Collect a
bass token.*

Fishing Spot #2

*The fish are hungry!
Collect 2 bass tokens,
but lose a turn.*

Winning the game

1. The player with the highest tournament weight wins.
2. The game is over when all players have landed on the finish line and have added up the weight for all their bass.

What You Need

- One (1) six-sided die
- One (1) game chip or coin to represent each player's boat
- Paper clips or buttons to represent each bass as a token
You will need six (6) bass for each player in the game
- Scratch paper and pencils to add the weight of the fish at the end of game

Instructions

You are all fishing in a bass tournament and must travel around the gameboard to catch bass. Then, you must turn the bass in at the weigh-in station to see who wins the tournament (finish line).

Start the game by placing all bass tokens in the lake area.

Place each player's game piece on the "START HERE" space. Roll the die to determine the order of who goes first. The high roll starts first.

Players take turns rolling the die to travel around the board. Follow the special instructions on the spaces when you land on them. Players who land on the corner spaces, must follow the instructions.

When a player reaches the finish line, that player will roll the die for each bass token that they hold to find out its weight in pounds. Add up the weight of all bass to get the final score. The first player to land on the finish line gets to add 1 pound to their final score.

Each player must throw the die and land directly on the finish line before the game ends, or else remain on their spot until the correct number is thrown.

You know a shortcut to
the next fishing spot.
Move ahead 2 spaces!

Your boat's motor
stopped running.
*Move back 2 spaces
while you repair it.*

Lucky lure!
*Collect a
bass token.*

There are
no boats in
your way.
*Collect a bass
token and
move ahead
4 spaces.*

Lucky lure!
*Collect a
bass token.*

Lucky lure!
*Collect a
bass token.*

Fishing Spot #1

*Collect 1 bass token, but
return to **Boat Launch**
for more bait.*