

ESPRESSO FISHING

A game of dice and fishing frolics

for 2 - 5 players aged 8 years upwards • by Davide Rigolone



Fishing is a hobby that requires stamina so it is always handy to have some energy boosting reserves of Espresso coffee in your snack box. It will keep you awake and prevent a good catch from slipping away from your fishing rod. If consumed at the right time in combination with a good throw of the dice you can score points!

Contents

- **29 Fish** (28x blue, 1x yellow)
- **6 dice** (2x red, 3x blue, and 1x white)
- **10 black Espresso Chips**
- **1 rule**

Aim of the game

Players have to stay awake and catch as many fish as possible. Watch out: in the event of a tie the player with the yellow fish wins!

Game setup

- All fish are placed in the box which is put in the centre, this acts as the lake. For the 2 and 3 player versions only 19 fish are required (18x blue, 1x yellow).
- Every player receives 2 Espresso chips.
- The 6 dice are ready for use.



Game play

- A player to start the game is determined, play takes place in a clockwise direction.
- At your turn roll the 3 blue and the 2 red dice.
- After the first throw players can roll every single dice one more time in order to improve the result.
- Once rolling the dice is completed, the combination of the dice determines whether
 - Fishing is allowed! OR
 - Poaching is allowed!
- Then it is the next player's turn

Fishing is allowed!

This requires a combination that includes at least 1 worm, 1 hook and a wave.

There are 3 types of wave:

- **Simple wave** – counts as 1
- **Double wave** – counts as 2
- **Empty wave** – counts as 0.5

Now multiply the total number of hooks with the total number of waves and you obtain the number of times you can roll the white fishing die. (Note: if the result is not a whole number then round the number down i.e. 4.5 becomes 4).

Example:

Sabrina's first throw shows:



Now Sabrina has the possibility to throw every single dice one more time in order to improve her prospects. She still needs a worm so she throws one of the red dice again and is lucky.

The worm allows her to fish, however she would like to improve her result even further. So she throws the blue die showing the empty wave again. But she is unlucky and throws another empty wave. This is the final result for this die as every die may only be thrown twice. But she is still not happy and throws the die showing the simple black wave again. This time she is in luck and throws a double black wave.

She decides to stop rolling and her final result is thus as follows:



This means she is allowed to throw the white die 3 times (1 hook multiplied by 3.5 waves = 3.5, which is rounded down to 3).

Sabrina may now roll the white die in order to fish.

If she throws:



1 fish, she can take a fish out of the lake.



2 fish, she can take 2 fish out of the lake but only if she threw a worm with one of the red dice. If she only threw a worm with the blue die she may only take 1 fish. (Note: It is advisable to leave the combination of the dice unchanged until a player has completed their turn.)



A shoe: Hard luck! Sabrina may not take any fish.




Z-Z-Z: you fell asleep! Sabrina's turn is immediately over and she may not continue to roll the die any further!

You can avoid this by drinking an Espresso coffee before throwing the white die. This requires giving up a black Espresso chip which is put aside.

If you decide to chuck in an Espresso chip all



throws count as a  throw.

This means you are not allowed to take a fish but you may carry on throwing the white die as long as the result of your combination permits.

Poaching is allowed!

Some combinations allow you to steal fish from other players:

3 + 2 equal symbols:

example:



The player may steal 1 fish from another player.

4 equal symbols:

example:



The player may steal a total of 2 fish, from either 1 single player or a fish each from 2 different players.

5 equal symbols:

The player can steal a total of 3 fish, either from 1 single player or split between different players.

"Special combination" = 3 equal symbols on the blue dice + 2 equal symbols on the red dice:

The player may

- take a black Espresso chip from another player or from the pile of chips that have been put aside during the course of the game OR

- move a fish. The player can decide to take the fish :
 - a) out of the lake and either pass it on to another player or keep it for himself.
 - b) from another player and either pass it on to another player or keep it for himself.
 - c) from another player and put it back in the lake.

Moving a fish can mean victory for a player, especially towards the end of the game, even if that player has not collected the most fish.

Example:

John has collected 9 fish, Michael has 8, Sabrina has 6 and William has 5 including the yellow fish. It is Sabrina´s turn and she throws 3 hooks with the blue dice and 2 worms with the red dice which is a "special combination". She decides to give the last fish in the lake to Michael. Thus John and Michel now have an equal amount of blue fish. This means that both players are no longer in the running and Sabrina wins the game because she has the most fish after John and Michael (see end of game).

Tip: Every time a fish is either taken out of the lake or stolen from another player it makes good sense to go for the yellow fish as it can be decisive for the outcome of the game (see end of game).

End of the game

The game is over as soon as the last fish has been fished out of the lake. The player who has collected the most fish is the winner. In the event of a tie the player with the yellow fish wins. If none of the players with the highest amount of fish have the yellow fish they are out of the running and the player with the next highest amount of fish wins. This procedure continues until a winner is determined.

Example of a tie: *There are 5 players. 2 players have 10 blue fish each and are therefore out of the race. The 3 remaining players have 3 fish each. The player with the yellow fish wins.*

If you have any questions or suggestions for "Espresso Fishing", please contact:
Wiener Spielkartenfabrik, Ferd. Piatnik & Söhne
Hütteldorfer Straße 229-231 • A-1140 Vienna / Austria
www.piatnik.com

Warning! Not suitable for children under 36 months. Contains small parts.
 Danger of suffocation. Please keep address for further reference.