# FRIEDEMANN FRIESE
FISHING

Friedemann's trick building game for 3 - 5 players

IDEA OF THE GAME

In **Fishing**, you try to catch as many tricks as possible in 8 rounds, as each card you catch counts 1 point. You use your caught cards for the next round. If you did not catch enough tricks to do so, you can fill up your hand of cards with fresh cards from the ocean stack. You win **Fishing** with the most points, but how many fresh cards do you need to succeed?

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- 5 fisher and 5 boat cards
- 3 round cards and 1 tracking card
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  (English & German)
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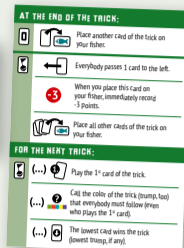
HOW TO PLAY

You play **Fishing** in 8 rounds. After preparing the game at the start of the 1st round, play a given number of tricks in each round. You build your own draw stacks with your caught tricks, and draw your hand of cards from that stack at the start of each following round. If you do not have enough cards in your draw stack to do so, fill up your hand of cards with fresh cards from the ocean stack.

Play the 1st round at first, before checking the second page of the rules sheet how the game progresses.

PREPARING THE 1ST ROUND

Take 1 **overview sheet** and place 1 **fisher** and 1 **boat** card in front of you. Collect your caught tricks on the fisher during the rounds, and later place your own draw stacks on your boat.

Look for the **round card** matching your number of players. The backside shows the necessary starting cards (as explained next), the frontside shows the round overview with the number of cards you take in your hand. Place the **tracking card** on the round overview, so you can see the row for the 1st round.

⭐ Sort the **playing cards** by the 0 to 5 stars depicted on them in 6 stacks.

Place the 40 starless starting cards aside for now. Separately shuffle the remaining 5 stacks, before creating the **ocean stack** with them: place the 5-star cards facedown at the bottom, place the 4-star cards on top of them and so on, until you place the 1-star cards facedown in top of that draw stack. Place the ocean stack next to the round card, so you all can reach it easily.

The 40 **starting cards** have the values "1" to "10" in the four colors blue, purple, red, and yellow. Depending on the number of players, take the following starting cards:

3 players: remove all cards with values "1" and "2", and the blue and red card with value "3". Shuffle the remaining 30 cards and deal **10 cards** to each player that you take in your hand.

4 players: remove all cards with value "1". Shuffle the remaining 36 cards and deal **9 cards** to each player that you take in your hand.on.

5 players: Shuffle all 40 cards and deal **8 cards** to each player that you take in your hands.

Place the removed cards in the game box. You do not need them for the game.

Put out a pencil and paper for scoring your points and determine the player who starts the first trick.

Example: All players can easily reach the ocean stack and round card **1**. Place your fisher and boat in front of you and take your cards in your hand **2**.

THE TRICK TAKING RULES

Play any 1 card from your hand to start the first trick (that is: **lead a color**). The other players also play 1 card from their hand in clockwise order. If they have at least one card in the led color, they must play one of them (that is: **follow a color**). If they do not have the led color (anymore) in their hand, they must play any other card (that is: **shed a color**).

You catch the trick, if you play the **highest value** in the led color. In each color, the cards all have different values, so there is always a definitive winner of a trick. Place the caught cards facedown on your fisher, before playing a new card from your hand to start the next trick.
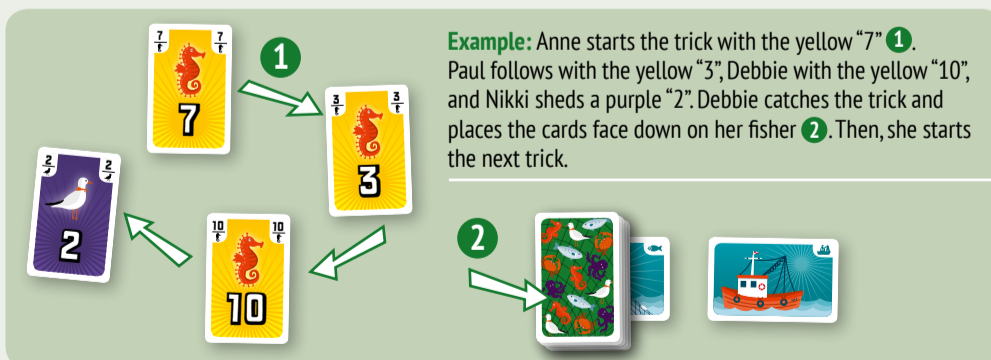
Example: Anne starts the trick with the yellow "7" **1**. Paul follows with the yellow "3", Debbie with the yellow "10", and Nikki sheds a purple "2". Debbie catches the trick and places the cards face down on her fisher **2**. Then, she starts the next trick.

END OF THE 1ST ROUND

The 1st round ends after you played all tricks.

Count the caught cards on your fisher. Record 1 point for each of these cards.

Afterward, shuffle your caught cards and place them face down as your own **stockroom stack** on your boat .
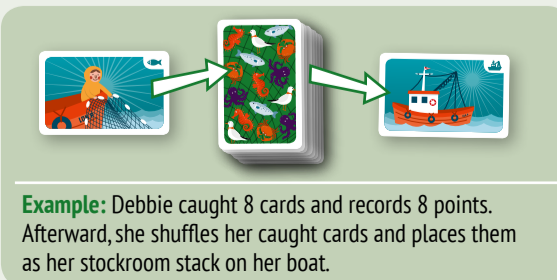
Example: Debbie caught 8 cards and records 8 points. Afterward, she shuffles her caught cards and places them as her stockroom stack on her boat.

PREPARING THE 2ND TO 8TH ROUND

Move the tracking card one row down on the round card. Draw the stated number of cards **from your stockroom** and take them in your hand. If you have more cards in your stockroom than you must draw, keep the remaining stack in the stockroom for the round.

	2nd round	3rd–4th round	5th–6th round	7th–8th round
3 players	10 cards	11 cards	12 cards	13 cards
4 players	9 cards	10 cards	11 cards	12 cards
5 players	8 cards	9 cards	10 cards	11 cards

If you do not have enough cards in your stockroom, draw the missing cards from the ocean stack. The player needing the most cards draws all these cards first, then followed by the other players with lower demand. If several players need the same number of cards from the ocean stack, the player of them draws first, who played a card earlier in the former trick.

If you have the fewest points start the 1st trick of the new round. If several players have the fewest points, the player of them starts the trick, who played a card earlier in the former trick.

Example: everybody draws 9 cards at the start of the 2nd round of a 4-player game. Anne draws 9 of her 16 cards from the stockroom. Debbie and Nikki only have 8 cards and Paul only 4 cards, so they each draw all of them. Paul misses 5 cards, that he draws from the ocean stack, followed by Nikki and then Debbie each drawing 1 card from that stack.

THE CARDS IN THE OCEAN STACK

The ocean stack offers fresh cards, that gradually come into play.

11 - 18 **More valuable color cards:** there are values "11" to "18" in all four colors blue, purple, red, and yellow.

Trump cards: the green cards with values "1" to "16" are trump cards. Trump cards always beat color cards. If you must follow a color, but do not have that color in hand, you may play a trump card (that is: **trump a color**). If you start a trick by leading a trump, the other players must play a trump (that is: **follow trump**). Only if they do not have trump cards in hand, they can shed any color card. If there is at least one trump card in the trick, the trump card with the highest value catches the trick.

Cards with "At the end of the trick" effects

When you play these cards, use their effects at the end of the trick, before the player with the highest card places the caught trick on their fisher. The **"0" cards** follow the usual trick taking rules. You can **always play** the **buoy cards**, even if you have cards in hands that need to follow a played color or trump. If you start a trick with a buoy card, the next played color or trump card determines what the other players must follow. If there are only buoy cards in the trick, you catch the trick with the first played buoy card.

0 **"Catch 1 other card":** there is a "0" in each of the four colors and trump. First, catch 1 other card of the trick and place it face down on your fisher, before the player with the highest card catches the remaining cards. If there are several "0" in the trick, choose in the order that you played these cards.

"Pass 1 card to the left": All players simultaneously choose 1 card and pass them to the left. Afterward, take the received card in your hand.

-3 **"-3 points":** there are 2 cards of this in the ocean deck. If you catch this card and place it on your fisher, immediately record -3 points. At the end of the round this card counts 1 point as any other card.

"Catch all other cards": first, catch all other cards of the trick and place them face down on your fisher, before the player with the highest card catches only catches this buoy card. If there are also one or more "0" in the trick, choose in the order that you played the buoy and "0" cards. A "0" played after this buoy card catches the buoy card. Further "0" cards get nothing. The person with the highest card starts the next trick, even if they do not catch anything.

Cards with "For the next trick" effects

If you play these **buoy cards**, their effects only affect the next trick. If you play them in the last trick, the effects forfeit.
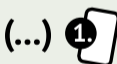
(…) 1 **"Play the 1st card"**: Start the trick and play any 1 card from your hand instead of the person with the highest card. The other players follow in clockwise order.

(…) ? **"Call the color":** Call the color of the next trick, that all players must follow, if they have the matching cards in their hand (even who plays the 1st card). You can choose the green trump color. If nobody follows or trumps the color, thus only shed colors or play buoy cards, you win the trick thanks to your call.

(…) ⊙ **"Lowest value wins":** Follow the normal trick taking rules, except that you catch the trick with the lowest card. If you trump a color or lead with trump, the lowest trump catches the trick.

END OF THE 2ND TO 8TH ROUND

Record 1 point for each of the caught cards on your fisher like you did at the end of the 1st round.

Afterward, shuffle the freshly caught cards and place them again facedown as your own **stockroom stack** on your boat. If you still have old cards there, place the freshly caught cards **BELOW** the old cards. You only draw these cards after the old cards!

END OF THE GAME

You win **Fishing** after the end of the 8th round with the most points! If several players have the most points, they share the victory.

Rare exception – Overfishing:

If you cannot take enough fresh cards from the ocean stack at the start of a round, so that not all players can refill their hands with the requested number of cards, **Fishing** ends immediately. In this case, you still win with the most points.