



FISHING TOURNAMENT UNIVERSE DICE GAME

I. Questions and Answers About Fishing Tournaments and The Game

Q: How Are Our Fishing Tournaments Scored?

A: Fishing competitions are scored based on the total weight of the fish caught within a predetermined time. In our competitions, each tournament participant will fish for a predetermined One Round, Two Round or Three Rounds. Their caught fish weight is recorded for each Round. The Player with the Highest Total after their Final Round will win the Tournament!

Q: How Are Players Rated?

A. There are four categories of Ratings for the Fishers

-Casting Accuracy (CAST) - Measures how precisely the Fisher can place a Cast. Affects landing near fish hotspots, avoiding snags, and hitting long-range targets. In the game, the Fisher's Casting Rating number is the number of Casts or chances the Fisher will get to catch a fish during the Round.

-Fishing Strategy (STRAT) - Captures knowledge, patience, and adaptability. Influences lure choice, weather bonuses, time-of-day advantages, and species-specific tactics. In the game, the Strategy Rating can directly affect the size of the fish caught.

-Environmental Awareness (ENV) - Reflects knowledge of weather patterns, water temperature, seasonal migrations, and terrain. In the game, this either boosts or hinders performance during changing conditions or in unfamiliar regions.

-Equipment Mastery (EQUIP) - Captures skill with different types of rods and reels, bait types, lure actions, and presentation styles. This affects different success opportunities when various situations occur during the Drama Chart roll.

Q: What Can Cause A Fisher To Have A Good Day or Bad Day?

A: A seasoned Fisher's success on the water can be influenced by various factors and either cause them to have a great day fishing or a bad day! Many of these scenarios are reflected in the Drama Chart for this game. They are also taken into account at the beginning of each game when you will roll to see if the fishing for that day will be bad, good or great. Here are some common factors that can affect a seasoned Fisher and potentially lead to a bad day fishing:

Weather Conditions: Changes in weather, such as temperature fluctuations, can affect fish behavior and activity levels. For instance, warmer temperatures can increase fish metabolism and activity, while cooler temperatures can slow them down.

Water Temperature: Fish are ectothermic, meaning their body temperature fluctuates with the water temperature. Different fish species have different temperature preferences, and understanding these preferences can help anglers adjust their fishing techniques.

Barometric Pressure: Barometric pressure affects fish behavior by influencing water pressure and oxygen levels. High pressure can lead to stable weather conditions, while low pressure can cause fish discomfort and cause them to retreat to deeper waters. Rapidly falling air pressure can signal a powerful low-pressure front, often leading to a feeding frenzy as fish prepare to gorge before the front arrives.

Fishing Techniques: The way anglers approach their fishing can also affect their success. Using fast-moving lures in warmer waters and slow-moving lures in cooler waters can be effective strategies. Understanding the behavior of different fish species and adapting your techniques accordingly can improve your chances of a successful catch.

By being aware of these factors and adjusting their approach, seasoned Fisher can improve their fishing success and enjoy a better experience on the water.

Q: What Different Types of Bodies of Water Are Tournaments held in?

A: In the game we have three different Charts to represent the different types of bodies of water that tournaments can take place. Below is the list of water types as well as just a few of the different types of fish caught in that body of water:

-Rivers/Small Lakes

Crappie (1/4 to 1/2 lbs. each), Panfish (less than 1 lbs. each), Walleye/Small Bass (1-5 lbs. each)

-Great Lakes/Seas/Bays/Gulfs

Large Bass (1-8 lbs. each), Large Catfish (2-10 lbs. each)

-Ocean

Swordfish (50-200 lbs. each), Dolphin (200-300 lbs. each), Marlin (80-400 lbs. each), Bluefin/Yellowfin tuna (45-500 lbs. each)

Q: How Is A Tournament Scored?

-Placement Points The Fisher with the most fish caught weight wins: The total weight determines Placement Points (**PL PTS**). **Points are awarded based on the participant's Final Ranking:**

1st Place = 100 Points

2nd Place = 75 Points

3rd Place = 60 Points

4th Place = 55 Points

5th Place = 50 Points

6th Place = 45 Points

7th Place = 40 Points

8th Place = 35 Points

9th Place = 30 Points

10th Place = 25 Points

-Round Winners Points: Each Player that wins a Round with most Total Weight, gets 20 Points for winning the Round. These are known as Round Points (**RND PTS**).

-Largest Catch Points (LC PTS): The Fisher who has the Largest Catch during a Cast gets an extra 10 Points!

All of these Points (**PL PTS, RND PTS and LC PTS**) are to be kept and accumulated for each Fisher to determine the winner of the Season.

II. How The Game Works

The game has fictional male and female “Fishers”. Each Fisher is Rated in four categories: Casting Accuracy (CAST), Fishing Strategy (STRAT), Environmental Awareness (ENV), Equipment Mastery (EQUIP). They will compete in a Fishing Tournament in which the one who catches the most fish by weight, wins the Tournament.

There is a Game Board representing a body of water. The body of water is marked off with a 12 x 12 grid. This gives you 144 individual blocks or possible “Fishing Holes”. The game board can be printed out and played as a hard copy or can be used digitally.

There are 40 Fish Tokens and 3 Drama Chart Tokens. You will place the tokens on the Game Board at the beginning of each fishing day. The Fish Tokens will represent “Active Fishing Holes”. The Drama Chart Tokens will direct you to a very special Game Chart! A pre-game roll will determine how many “Active Fishing Holes” there are on the board at any given time. These tokens also can either be printed and cut out or used digitally.

There are 3 different “Fish Caught” Charts. Each represents you fishing in a certain size body of water and will help you determine the weight of the fish each Fisherman will catch.

There is a Scorecard for you to place the Tournaments competitors on and to use to keep their running total of Fish Weight caught. You can either print the Scorecard out or use it digitally. The Tournament will be either One Round, Two Rounds or Three Rounds, with each Round representing a day of fishing.

III. Setting Up Your Tournament

1. Choose what type of body of water in which you want to hold your Tournament. Your Tournament can be in:

- A River or Small Lake (Smallest)
- A Great Lake, Sea, Bay or Gulf (Medium)
- An Ocean (Largest)

The size of the body of water will affect the size of the Fish that are caught!

2. Choose your competitors for the Tournament. The list of available Fishers is categorized by region. This can be helpful for “Local Tournaments” leading to a “National Tournament”. Once you decide who you want in the Tournament, put them on the Scorecard. You can have up to ten Fishers at one time.

3. Roll 1d6 to determine how conditions will affect what type of Fishing Day the Fisher will have on this day (A roll of “1” is a Bad Fishing Day and you will only have 20 Active “Fishing Holes” available. A roll of “2-5” is a Good Fishing Day and you will have 30 active “Fishing Holes” available. A roll of “6” is a Great Fishing Day and you will have 40 Fishing Holes” available.

4. Place the Fish Tokens on the game board. Once you know how conditions affect the day, you will place that number of Fish Tokens on the game board to represent how many "Active Fishing Holes" you will have for that day. To determine where to place the Fish Tokens, you can roll 2d12. 1d12 is for the top row of 12 on the body of water grid. The other d12 is for the 12 numbers on the side. Place the Fish Token in the correlating space dictated by the roll of the 2d12. If you want, you can just randomly place the Tokens on the board.

5. There are three Drama Chart tokens. You can choose where you want to place them on the board or roll the 2d12 the same as you did for the Fish Tokens. If rolling and you roll a space that is already occupied, reroll till you roll an empty space. If during the game, the Drama Chart is rolled, go to the Drama Chart!

IV. Playing The Game

1. Beginning with the first Player, roll 2d12 or "Cast" the number of times dictated by their Casting Accuracy Rating (If their Rating is 4, they get 4 chances to catch Fish for that Round).
2. If the cast does not land on a Fish filled Fishing Hole, that is a missed cast. Place a Zero on the Scorecard in the appropriate box. When a cast lands on a Fish Symbol, look at the appropriate Fish Caught Chart and roll for the weight of the Fish. Remember to roll or "Cast" for each Player the number of times that correlates to their Casting Accuracy Rating.
3. Write down or digitally place the weight of each fish caught on the Fisher's Scorecard. After a Fisher has used up all their Cast for that Round, total their weight of Fish. That is their total for that Round.
4. Do this process for each Fisher, totaling the Fish Caught weight for the Round.
5. Repeat this for the number of predetermined Rounds. Total up each Fisherman's Rounds for a Final Total.
6. The Fisherman with the Highest Total of Fish Weight Caught wins the Tournament.