

Fish or Cut Bait Dice Game

How to Play Fish or Cut Bait

Setup

- Take one of the score sheets and write all of the players' names on it.
- Place the timer to the side.
- Hand the dice and the "snag-free" chip to the first player. The first player is chosen in whichever way the players choose.

Playing the Game

The game is played in eight rounds. On a player's turn, they will have 45 seconds to score as many points as possible. The player's turn starts when the timer is flipped over. A player's turn consists of two phases.

In the first phase, the player will assemble their fishing rig. To assemble their fishing rig the player will roll the four light brown dice. When rolling the dice the player can re-roll the dice as many times as they want/need to. The player can also choose which dice they want to keep and which they want to re-roll.

For their first roll, this player has rolled two fishing poles, a bobber and a boat. This player can choose which dice they want to keep and which they want to re-roll.

In this phase, there are four different unique combinations that the player has to keep an eye out for.

1. If a player rolls a snag symbol (a fishing pole that has caught a boot), the player has snagged their fishing pole. Unless they have a snag-free chip they have to re-roll all of their dice.

2. If a player has three of the same symbol (except for snag symbols), the player acquires the snag-free chip. They get to keep this chip for the rest of their turn. With the snag-free chip, the player can ignore any snag symbols they roll for the rest of their turn.
3. If a player rolls a fishing pole, lure, and bobber, they have completed a partial fishing rig. With a partial fishing rig, the player can move onto the next phase but they are unable to roll the blue fish die. If the player does not want to move onto the fishing phase of the game, they can continue rolling their last die to roll the boat symbol, which they need for a fully assembled fishing rig.
4. If a player rolls a fishing pole, lure, bobber, and boat symbol, they have a fully assembled fishing rig. They will move onto the next phase and will get to roll all three fish dice.

When a player has reached the fishing phase, they will roll the two or three fish dice (depending on what rig they assembled). The numbers next to each fish on the dice represent how many points you will receive if you keep that die. Players can keep rolling the dice until they are either satisfied with their score, or they run out of time. When re-rolling fish dice, they can keep some of their dice and re-roll some of the other dice.

If a player rolls the snag symbol in the fishing phase and does not have the snag-free chip, they must return to the first phase and reassemble their fishing rig.

The player's turn ends either when the player decides to quit or the timer runs out. The player counts up the points scored on the fish dice and adds the corresponding number to their small box for the current round. The larger box is used to keep a running total. Play then passes to the next player.

End of Game

The game ends after all of the players have played eight rounds. The player who has scored the most points, wins the game.

Variant Rule

Fish or Cut Bait has one variant rule called “Lucky 7”. If the players choose to use this rule, the basic game is played exactly the same. If a player scores exactly seven points from their fish dice, they receive seven points and they get to take seven points from the other player(s). If there is more than one other player, the scoring player gets to decide from whom they want to steal the points. They can steal all of the points from one player, or they can take seven points from the other players however they choose.

Source: <https://www.geekyhobbies.com/fish-or-cut-bait-dice-game-review-and-rules/> (By clicking on the link you will see the visuals for the instructions.)