

LUND

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Marine

POWER
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PUBLISHERS OF FISH BOATS MAGAZINE

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THE GREAT
WALLEYE[™]
TOURNAMENT BOARD GAME

Walleye Game Productions Inc.

Rules and Regulations

- Great Family Fun Game
- Educational
- 2 - 12 Players
- Ultimate Fishing Simulation

Game Basics:

The Great Walleye Tournament Game consists of three stages:

1. The Race to the Lake
2. The Fishing Stage
3. The Race back to the Marina

The object of the game is to proceed through stage one hoping to avoid the Red Hazard Squares in the channel. Stage two is the Fishing Stage which consists of six fishing areas as related to actual Walleye fishing. Here each player can participate in simulated angling, while enhancing their knowledge of Walleye fishing, general fishing information, and conservation awareness. Each player or team is required to catch one weighted Walleye in each of the six areas before moving on to the last stage. Stage three is the race back to the Marina where players try to finish first avoiding the Red Hazard Squares, as well as the Special Weight Deduction circles. The **Tournament champion** is the player or team which holds the **greatest total weight** for their six Walleye.

Game Parts:

- 1 Game Board
- 2 Dice
- 6 Coloured Boats
- 3 Sets of 90 Fish Question Cards
- 1 Set of Pictured Fish Cards
- 1 Set of Red Hazard Cards

FAST TRACKING MODE

The game has also been designed for play with **2 DICE (during the race to and from the lake)** for those who wish to speed up play of the game. The declaration zone has been extended to allow for 2 dice play if chosen. If playing with 1 die the regular length declaration zone should be used.

YOUNGER PLAYERS OPTION

The game was designed with the emphasis on family fun entertainment. Younger players can be included by allowing them to pick the top card from the question pile and keeping it without having to answer the question correctly. This will also help to speed up play during the Fishing stage of the game.

" A TRULY FAMILY FUN BOARD GAME"

GETTING STARTED

1. Shuffle each set of Question cards separately and place each set question side up around the outside of the board.
2. Shuffle the set of Pictured Fish cards and place them picture side down.
3. Shuffle the Red Hazard Cards and place on the board where indicated.
4. Place all boats in the Marina's Dock Area (6 Docks) and have Die ready.
5. Game can be played by single players (maximum 6) or teams of 2 or more players (maximum of 6 teams).
6. If team play is selected each team should select a Captain to determine play strategy or to have the final decision when answering questions etc.
7. Each player or team rolls the die to determine the order of play, with the highest roll being the player or team to roll first. If two or more players or teams are tied, roll again until each has their order of play. Players should position themselves in order around the board. Players or teams then select the boat they wish to play with, according to their order of play.
**** 2 dice can be used during the race to and from the lake to speed up play ****

PLAYING THE GAME

Race to the Lake:

The Race to the Lake begins at the Marina and advances through the channel. The player or team with the first turn rolls the Die and moves their boat the indicated number of spaces in the channel as shown on the Die, with the first space in the channel being number one. Original play designed for one Die. See fast tracking for two Die play. Each boat in turn advances along the channel with their roll of the Die. If a boat stops on a RED square they must take a card from the top of the Red Hazard Card pile on the board and follow the instructions on the card. The card is then returned to the bottom of the pile. (Hazards are based on actual boating perils and a penalty is assessed for that hazard. There are some cards which are rewards for safe boating practices and will advance a players boat.) Upon receiving a card which states

MISS A TURN, hold onto the card until the next turn. When it is that player or teams turn again return the card to the bottom of the pile at this time to miss your turn and pass the Die to the next player.

Gamblers Island:

Each boat will land within the Special Declaration Zone before Gamblers Island (extended area for 2 dice play). Once a boat lands in this zone, before their next roll of the Die they must declare aloud which lane they will take A or B.

Lane A is shorter but contains two Hazard Squares where Lane B is longer but free of hazards and also contains a bonus if landed on to advance 10 spaces. If a boat decides to take the short route and lands on a hazard which moves them back into the declaration zone they again must declare verbally their intentions before their next roll of the Die as to which lane they want to follow. **EACH BOAT MUST THEN REMAIN IN THEIR CHOSEN LANE THROUGHOUT THE REMAINDER OF THE RACE TO THE LAKE.**

Entrance to the Lake:

An exact roll must be made in order to enter the lake to begin fishing. If a player needs a roll of three to get into the lake but rolls a five they must complete the roll of the Die. Therefore would count three spaces forward and two back which would now leave a roll of two to gain access to the lake on their next run. This procedure must be followed until their goal is complete.

Fishing the Lake:

1. Upon gaining access to the lake each boat **moves directly to the first fishing category** to begin fishing.

The Six categories in order are:

1. Deep Water
2. Shallow Bay
3. Shoal
4. Weedbed
5. Island
6. River

Each category is identified by a corresponding number of coloured boats which are colour coded to the question cards and are also labelled. (eg. Category 4 Weedbed (green) has 4 **Green Boats**) Direction of play is also laid out by following the arrows.

2. Each category has 90 questions. The questions relate to Walleye fishing and general fishing knowledge as well as questions relating to conservation and the environment. Each set of cards has two categories on them. (eg. Set 1 contains both Deep Water and Shallow Bay questions).
3. The fishing part of the game is based on actual fishing techniques and knowledge. The object of each player or team in the lake is to roll an **EVEN NUMBER** on the Die. An even number means they have just got a strike (or bite). To find out what they have caught they choose a card from the top of the pictured fish card pile. These cards contain pictures of different species of fish which are usually found in Walleye inhabited waters such as Pike, Bass, Perch etc. The set contains a higher ratio of Walleye cards in relation to the other species. If a player chooses any card other than a Walleye card they must return the card to the bottom of the pile and pass the Die to the next player or team in turn. If a Walleye card is chosen it means they have just caught a Walleye but as in actual fishing they still have to land the fish. This is accomplished by correctly answering a question on one of the question cards. The player then shows the Walleye card to the opposing players, then returns the card to the bottom of the pile.
4. A card is now chosen from the top of the question card pile which relates to the category they are fishing. If they are fishing in Shallow Bay they remove the first card from the top of the pile of Deep Water/Shallow Bay questions. The question in the category is read aloud. If answered correctly you have just landed a Walleye. The weight of the Walleye you have just landed is printed on the answer side of the question card. Keep the question card weight side down and move your boat to the next category and pass the die to the next player or team. If the question is answered incorrectly the question card is returned to the bottom of the pile and the Die passed to the next player or team.
5. An even roll must again be rolled in order to choose a pictured fish card and a Walleye card to be chosen in order to answer a question card. This procedure is followed in each of the six fishing areas until each player or team has six cards in their possession. The weights range from one lb. to 18 lbs.

6. Once a player or team has answered one question correctly for each of the six different categories and have six cards in their possession a decision has to be made. This decision should be based on your total weight of Walleye (total weight of all six cards) and their position in the game in relation to their opposition. Each player or team must decide if they wish to enter the race back to the marina to gain the 1st Place Bonus of 15 lbs. or to CULL.

CULLING

Culling is the act of releasing the smallest fish in your possession in order to catch another in hopes of increasing your weight total.

Players who feel they have not got enough weight to win the tournament may want to cull to try to increase their total. Each player or team may choose to cull for up to a **maximum of TWO fish**. Before your next roll of the die you must declare your intentions verbally. If culling is your choice remove the card with the smallest weight and return it to the bottom of the appropriate pile and move your boat to the category of your choice. Once culling you have to remain in that category until a fish is caught using the same procedure as during regular play. After you catch a Walleye in the category, before your next roll of the Die you can then declare to cull for a second & last fish or start the race back to the marina. (**Each player or team can only cull for two fish maximum**). Return your second smallest fish to the bottom of the appropriate pile and start fishing in the category of your choice. After culling twice you **MUST** start the race back to the marina. **REMEMBER:** Culling does not guarantee a bigger fish!

Race Back to the Marina

Each player or team during the channel race back to the Marina must use Lane A. There are special spaces which contain weight deductions (eg. -2 lbs., -4 lbs.) which you should try to avoid. These deductions will be subtracted from your total weight when the game is completed. If you land on a weight deduction space, mark this minus weight down on a piece of paper. It **MUST** be subtracted from your weight total after completion of the race.

As in the race to the lake you must also try to avoid the Red Hazard Squares. They will slow your progress. Now the Severest card which states "Go Back to Marina" will actually be a surprise bonus and will vault you to the finish.

Bonuses are give for the position of finish which you can ADD to your weight total:

- 1st. Place ... + 15 lbs.
- 2nd. Place ... + 8 lbs.
- 3rd. Place ... + 5 lbs.
- 4th. Place ... + 3 lbs.
- 5th. Place ... + 2 lbs.
- 6th. Place ... + 1 lb.

End of Race

Each player or team must roll the exact number to enter the Marina. If a player needs a roll of three but rolls a five they must complete the roll of the Die and count three spaces forward and two back which would now leave a roll of two on your next roll to gain access to the Marina. This procedure must be followed until your access to the marina is complete. Once access to the Marina is complete each player or team calculates their total weight for all six cards. Add your bonus for position of finish and subtract any weights if necessary that you landed on during the return race. When all players or teams have returned to the Marina and have calculated their total weight, each one declares their total aloud using the order of finish as a guide line (eg. first one back is first to declare) to find the tournament Champion. **THE GREAT WALLEYE TOURNAMENT GAME champion** being the player or team with the **HIGHEST TOTAL WEIGHT OF WALLEYE**.

Points to Remember:

Although there are weight Bonuses given to the order of finish. This does not determine the winner, as the winner is determined by the player or team with the **HIGHEST TOTAL WEIGHT** of Walleye.

All fishing questions are true or false, or multiple choice. This gives players with little or no fishing experience a good chance of getting the answers correct.

If you or your team is lagging way behind, **DON'T DESPAIR**, the order of finish usually does not determine the winner.

Weight deductions are only in effect during the Race back to the Marina.