

# Pescado

A dice game for 2 – 4 players aged 7 years and above

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## **Game materials**

36 tiles each with three fish

5 white dice

2 grey dice

## **Object**

Illustrated tiles showing three coloured fish are placed on the table. The players aim to “fish” for as many tiles as possible by throwing coloured dice.

## **Scores for tiles**

Three different coloured fish score 1 point.

Two identically coloured fish and one different coloured fish score 2 points. Three identically coloured fish score 3 points.

## **Preparation**

All the tiles are mixed – fish sides face down – and stacked next to the game area. Six tiles are flipped over and placed in the middle of the table – fish side up.

Below, this group of six tiles is called the “pool”.

The first player is nominated.

## How to play

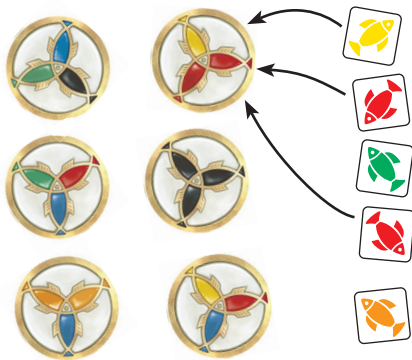
### 1st throw

The first player starts by throwing the five white dice. Then, compare the colours on the dice with the fish colours on the tiles.

If three colours on the dice match the colour triplet on one of the tiles, the player can fish the corresponding tile out of the pool and place it in front of him/her.

Players may use the same throw to recreate different colour combinations. A player can take every tile matching the three colours on the dice.

When all the tiles have been checked, the player throws the dice again.



### EXAMPLE

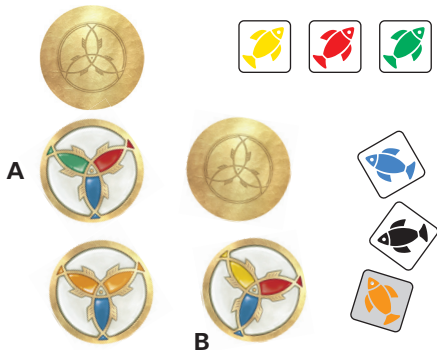
*The player wins one tile with his/her first throw.*

## 2nd throw

For the second throw, a player can throw the additional (grey) dice together with the white dice. By choosing this option, in return, some of the tiles face up in the pool must be flipped over.

Flipping over two tiles means a player may throw one additional die. Flipping over four tiles means both additional dice can be used. That means a player can use a maximum of seven dice in his second throw.

A player can also keep any dice from the first throw to use only the dice left over.



### EXAMPLE

For the second throw, the player leaves 3 dice, flips over 2 tiles, and in return, receives one additional (grey) die.

3 dice are thrown again.

With the blue fish and fish from the first throw, the player can now recreate the tile combinations A and B.

After his/her second throw, the colours are again compared to the tiles face up. Once again, any tiles matching a colour triplet can be taken and placed in front of the player. At the end of his/her turn, the player again flips over the tiles face down and refills the pool until there are six tiles.

Now the next player takes a turn.

### **Fishing for more tiles**

The next player can throw his/her dice not only to fish for tiles in the pool, but also any tiles that his/her previous opponent has placed in front of him/her. This means that if the colour combinations match, a player can take one or more tiles from his/her predecessor.

**Tiles, which have been fished for, may be instantly flipped over – these tiles are taken and now safe.**

Similarly, a player can also flip over tiles taken by his/her predecessor to use grey dice for the second throw.

This rule only applies for the player whose turn immediately follows. After this throw all the tiles, which an opponent has taken, and the next player failed to catch, can be flipped over and are safe.

## **Game end and scores**

The game ends instantly if the pool cannot be refilled so there are six tiles. All the tiles, which a player has now placed in front of him/her, have now been won.

The points earned by each player are calculated. (The scores for each tile are listed above). The player with the most points wins the round. If the round is drawn, the player scoring points from the least tiles is the winner.

## **Additional rule:**

### **“SNATCHING” FISH**

After the first throw, whenever a player throws three of the same colour on the dice, the “snatch” rule comes into play. That means that all the players can instantly and simultaneously look for matching tiles in the pool. Whoever finds a matching combination can put his/her finger on the relevant tile. A player can put his/her finger on several tiles. If the player guessed correctly, he/she takes the tile and flips it over so it is safe.

If the player guessed wrongly, he/she surrenders a matching tile from his/her own supply – if he/she has one – and puts the tile back onto the stack. Otherwise, he surrenders a tile with the next lowest value. If he has no tiles, the penalty does not apply.

If there is no tile with a matching colour combination, the same player

throws all the white dice again. If there is still no match, the player throws the dice again, and so on. As soon as one or more tiles are “caught” after the dice are thrown, the “snatch round” is over.

Now the player, whose throw started the “snatch round”, takes another turn. As long as the player does not throw a colour triplet again, he/she continues the round as normal.

If a player throws a colour triplet with his/her second throw, no “snatch round” is triggered.

Have fun with Pescado!