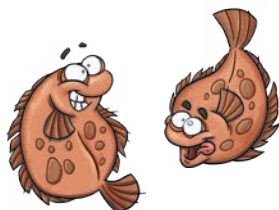


Roll for Soles



amigo-spiele.de/01754

By Reiner Knizia, illustrated by Steffen Gumpert

Players: 2 to 8

Ages: 8 and up

Duration: about 20 minutes

Components



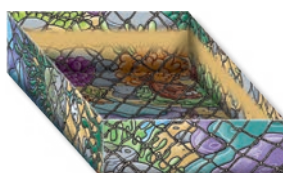
40 yellow soles
(value 1)



24 red soles
(value 5)



4 dice



1 net (bottom
part of the box)

The Goal of the Game

Roll the dice: they determine the size of your haul. But don't be too greedy! It's easy to lose all the fish you have in your net already. After each roll, you need to decide: keep fishing, or secure the haul you have so far. At the end, the player who has brought home the most fish wins. Make a good catch!

Setting Up the Game

Put **all the yellow soles** in the middle of the table and add a number of **red soles** determined by the number of players:

Number of Players	2	3	4	5	6–8
Red Soles	8	12	16	20	24 (all)

Put the rest of the red soles aside—you will not need them for this game.

The player who was on a trawler most recently begins the game by taking the **net** (= the bottom part of the game box) and the 4 dice.

Playing the Game

On your turn, you first roll **all four dice**.

Faces of the Dice:



1 or
2 Soles



Fishhook



Double-up



Water

Depending on the result of your roll, you now have several options:

No Sole? Tough Luck!

If not even one of the four dice shows at least one sole, you have unfortunately cast your net in vain and your turn is over. Hand the net and all the dice to the player on your left for their turn.



A Haul of Soles!



If you rolled **at least one** sole, your attempt has been successful and you can try to make a big haul. Take as many **yellow soles** from the middle of the table as you rolled on the dice and put them **in the net**.

Note: You can swap 5 yellow soles (value 1) for 1 red sole (value 5), or vice versa, at any point during the game.



If one or more dice show the **Double-up** symbol, your haul doubles in size: For each Double-up in your roll, you can take **twice as many soles**. **Note:** This means that if you rolled two Double-ups, you may take four times as many soles, and eight times as many if you rolled three of them.



If you rolled one or more **fishhooks**, you have a choice: You can either take the soles from the middle of the table **or** from **any** one other player's supply.

Note: If the player you picked does not have enough soles for your haul, you can only take as many as they have and must go on without the rest.



Dice that come up **Water** don't affect your haul one way or another.



Examples of Successful Rolls



❶ Take 5 soles from the middle of the table and put them in the net. The Water die has no effect.



❷ The Double-up doubles your haul: Take 6 soles from the middle of the table and put them in the net.



❸ The two Double-up dice quadruple your catch: you get 8 soles. Because of the fishhook, you can choose either to take them from the middle of the table or from any one other player, and put them in the net.

Important: Soles in your net are not yet safely caught!

After your roll, you have to decide:

- Do you secure your haul and end your turn, **or**
- Do you roll again, trying to increase your haul?





a) You are satisfied with your haul, and secure it?

Take all the soles out of the net and add them to your own supply by putting them on the table in front of you. Hand the net and all the dice to the player on your left, who can now take their turn.

b) You're not yet happy with your haul?

First, set aside all the dice that show a **blue side (Water or Double-up)**. You may **not** roll these dice again this turn: they remain as you rolled them the first time. Roll **all the other dice** again and score the new roll, including the dice you set aside:

 If you don't roll **any more soles**, you **lose** the haul you made so far this turn! Put all the soles in the net back in the middle of the table (it doesn't matter whether you took them from there or from another player). Hand the net and all the dice to the player on your left for their turn.

 If you roll **at least one sole**, calculate the haul from this roll as normal and add the soles to the haul already in your net.

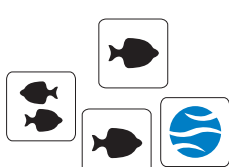
Note: Remember to take into account the Double-up dice that you set aside after your previous roll when calculating your new catch (see *the example below*).

After that, you again decide if you want to secure your haul or roll the dice again.

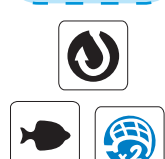
Example of a Complete Turn

First Roll

Karen rolls 4 soles and puts them in the net. She continues rolling, but has to set aside the die that came up showing Water.



Blue die from first roll



from Reiner



Second Roll

Karen rolls 1 sole, a Double-up, and a Fishhook, so she gets 2 soles. The fishhook allows her to take them from her opponent Reiner instead of from the middle of the table. As with the Water before, she'll have to set aside the Double-up die, but she still decides to roll the remaining two dice once again.

Third Roll

Karen rolls 2 soles and another Double-up. This one, combined with the one she set aside earlier, adds another 8 soles to her haul. There are now 14 soles in the net. Karen secures her haul, adds the soles to her supply, and ends her turn.

Blue dice from earlier rolls



Just a Reminder:



Your turn can end in one of two ways: Either you secure your haul and add the soles from the net to your supply, or you make an unsuccessful roll – i.e., one which does not show at least one sole. Either way, you give the empty net and the dice to the player on your left, and it's now that player's turn.

End of the Game

The game **immediately** ends when a player takes the last sole from the middle of the table and puts it in the net. If that player should get more soles than the number that are left, he or she only gets the ones still remaining. The player secures their haul and ends the turn.

Now, each player counts the soles in their personal supply. Each **yellow sole** is worth **1 point** and each **red sole** is worth **5 points**. The player with the most points wins. In case of a tie, there is more than one winner.

Acknowledgment: The author, Reiner Knizia, would like to thank Sebastian Bleasdale for his contributions to the development of this game.



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Do you have any questions? We will be glad to be of help:
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