

FANGFRISCH

CASH-A-CATCH

Contents

- **104 cards** – they show 6 kinds of freshly caught fish and seafood (eel, shark, flounder, crawfish, tuna, and lobster); jokers (octopus), each with 1 – 3 octopi; action cards “fish thief” and “canned fish”; and the “end phase” and “market closed”.



- **bank notes** – in the following denominations:
1 Euro – 2 Euro – 5 Euro – 10 Euro – 50 Euro



In the rest of these rules, we will refer to these cards as “fish cards” and “fish”, even though some of the cards do not actually picture fish, but seafood.

- **5 player boards** – each board shows a fish stand with 3 places for the fish cards: 2 crates and 1 ice tub. The player may place one kind of fish cards in each place. There is also a garbage can for spoiled fish, which will certainly be an expensive disposal.



3 places: 2 crates and 1 ice tub

garbage can

- **6 price lists** – show the prices for the sale of different number of fish.
- **1 bell**
- **1 rule booklet**



Preisliste		
Anzahl	Preis	1/3 Preis
1	1 €	1 €
2	2 €	1 €
3	3 €	2 €
4	5 €	3 €
5	7 €	4 €
6	10 €	5 €
7	15 €	8 €
8	20 €	10 €
9	25 €	13 €
≥ 10	30 €	15 €

Goal

With the auctions at the Hamburger fish market, the fish mongers try to get as many fish as possible for the cash they spend. Each group sold always costs € 10, regardless of how many fish are in the group. So, the fish mongers wait calmly as the group grows larger and larger, but even-

tually someone will ring the bell to claim the group. The slower players will wish they had been just a bit faster – or not so greedy. So, the goal is to find just the right moment to claim the fish and then sell them for a good profit. In the end, the player with the most money is the winner!

Preparation

The players choose a banker, who sorts the bank notes by denomination and gives each player his starting capital of € 30. Each player also takes a price list and a player board, placing both face up in his play area.



Place the bell within easy reach of all players in the middle of the table.

Remove the “end phase” and “market close” cards from the deck and shuffle the remaining cards thoroughly face down.

Then place the “end phase” card face down on top of the bottom 15 cards in the shuffled deck.

Remove the bottom 5 cards and shuffle the “market close” card face down into them and place them back at the bottom of the deck.

The prepared deck is now placed face down as the card supply.

Note: as this game is not about the fish monger with the largest hands or longest arms, we ask that players take care when ringing the bell not to harm smaller players.



Playing the Game

The players choose a starting player, who is the first auctioneer. After each turn, the task of auctioneer goes to the next player in clockwise order.

Actions of the auctioneer

The auctioneer has two actions available to him.

- He may first sell any of his fish to the bank
- Then he takes the role of auctioneer and executes an auction.

■ Sell his own fish

• Value of the sale

The player may sell as many different kinds of fish as he chooses, but must sell **all fish** of whatever kind he chooses to sell.

Jokers are considered to be the same as the kind of fish they were placed with (which place they were in when sold).

Jokers may not be moved to be sold with other fish. The more fish sold of a kind at once, the higher the price. The kind of fish plays no role in the price. The player reads the value of the sale from the price list (based on how many of a kind he sells) and the banker pays the player this amount. The sale of each kind is valued separately. The player discards all sold cards.

If the player sells more than 10 fish, he is paid on the price for 10 (€ 30 or € 15 for half price sales). In this case, the player must discard all fish of the kind sold, even those **over 10**, which earn him no extra money.

Note: for the first auctioneer, he has no sale possibility in the first round, as he has no fish yet.

Preisliste		
Anzahl	Preis	½ Preis
1	1 €	1 €
2	2 €	1 €
3	3 €	2 €
4	5 €	3 €
5	7 €	4 €
6	10 €	5 €
7	15 €	8 €
8	20 €	10 €
9	25 €	13 €
≥ 10	30 €	15 €



Example: the player sells 5 eel and 7 flounder (the 3 octopi are flounder). He earns € 22 for the sale (€ 7 for the eel and € 15 for the flounder).

If a player has only octopi in a place, they count as one kind of fish (but cannot be used as fish in any other place) and are sold accordingly.

• Spoiled fish of other players (garbage can)

When a player sells fish, the other players check their crates (not ice tubs) for fish of the same kind. If the player has fish of that kind in one of his crates, he must discard the highest valued fish of that kind (it could even be a joker) face down on his garbage can.

At game end, **each fish** in the garbage can costs the player € 1.

Since players may only place fish of one kind (plus jokers) in a place, they can easily determine if they have fish of the kind sold.

Example: as both eel and flounder were sold, the opponent (shown on the player board below) must discard a value 2 eel. However, as his flounder are in the ice tub, he does not discard any of these.



Sold fish are discarded to the discard pile.



■ Execute an auction

• Offering cards at the auction

The auctioneer draws the top-most card from the card supply and places it face up on the table in full view of all players. Then, he draws the next card and places it on the table in full view of all players next to the first card. He continues in this way until someone ends the auction by ringing the bell. With each card placed, he clearly names the card and the number of fish on the card. Also, he places cards of the same kind together with the numbers on both visible. He pauses briefly between each card to give the players an opportunity to make their decisions.

The price is always € 10, regardless of how many cards are sold.

With 4 or 5 players, the auctioneer may **not** buy the cards he offers in the auction. With 3 players, the auctioneer may buy the cards in his auction.

• Ending the auction

When a player wants to buy the group of cards offered in the auction, he rings the bell to signal his decision. This closes the auction. He pays € 10 to the bank and takes **all** the cards in the group

Commission for the auctioneer

The auctioneer earns € 1 (from the bank) for each card bought in the auction (see special rule below for commissions when playing with exactly 3 players).

• Placing fish cards

The player who bought the group of cards sorts them among the 3 places on his player board. He places them so that the value of each is visible to all. He may only place cards of **one kind** (plus the jokers) in each place. The order of cards placed on the player board is up to the player. However, once placed, the cards may not be re-arranged. If he now has more than 3 kinds of fish, he must discard all cards of the extra kinds face down in the garbage can. The player may always choose freely which



Example: "Gather round fish mongers! I have a load of free-esh fish to offer you today! An eel.....and 2 lobster, all for only € 10! No takers, yet! Then, I can add 3 tuna..... and 2 octopi! Still sitting on your money? These fish will not last long! OK, I will add....3 eel..."

"DING!"

"Sold to the fellow in the blue cap! 4 eel, 2 lobster, 3 tuna, and 2 octopi, all for just € 10. A fabulous buy for such fresh fish!"

The auctioneer takes his commission of € 5 from the bank for selling 5 cards.

If several players hit the bell at the same time, the player whose hand is at the bottom of the pile of hands wins – he was obviously the faster monger.



Example: the player now has 4 kinds of fish, but only 3 places on his player board. He places 1 shark on the garbage can to make room for the 2 lobsters.



kind of fish to place on the garbage can, but must place all cards from that place (including jokers) when he does so.

Joker cards

When a player acquires a joker card (either through an auction or use of the “fish thief”), he may place the card in any of the places on his player board. If he places it with another kind of fish, it becomes that kind of fish.

Action cards: “fish thief” and “canned fish”

The use of the “fish thief” is optional. If a player acquires a “fish thief” at auction, he may – **before** sorting his fish cards onto his player board – steal the **top-most** card from any place on any player’s player board, adding it to his catch from the auction and discarding the “fish thief”. If no player has fish cards, the player merely discards the “fish thief” for no gain.

A player who acquires a “canned fish” may – after he completes sorting his catch onto his player board – search through the cards on his garbage can and remove up to any 2 cards, placing them on the discard pile

• End phase

When the “end phase” card is drawn for an auction, the auctioneer places it aside face up and continues with the auction. The auctioneer earns no commission for the “end phase” card.

From now on, the buying player in any auctions may sell his fish in the normal way after he pays € 10 for the catch and sorts the cards onto his player board (placing extras on the garbage can). This is treated as a normal sale, so his opponents must spoil fish as in a normal sale.

Example: after sorting the cards onto his player board, it looks as shown below:



Note: the player cannot use the “fish thief” to take a card from a garbage can, but only one of the crates or ice tubs.

Note: the action cards “fish thief” and “canned fish” may not be saved for a later turn, but must be used on the turn they are acquired. If they are not used in that turn, they are discarded as though they had been used.



Game end

The game ends immediately when the “market close” card is drawn. The current auction is ended with no sale! The auctioneer earns no commission! Each player now sells all his fish from his crates and ice tub, but at half price! No fish are spoiled with these sales

Next, each player pays the bank for the fish on his garbage can. He pays € 1 for each fish (not card). So he pays € 1 – 3 for each card, depending on its value.

The players count their money and the player with the most money is the winner!



Example: these 4 cards on the player’s garbage can cost the player € 7, which he pays to the bank.

Game for three

Only in a game with three players may the auctioneer participate in the auction. As he is participating, he must be careful that all players know what each new card is (by sight and his words). He may not ring the bell until all others have had a chance to see the new card. The auctioneer does not earn a commission for fish they he buys!