

Swimming Fishing - A 4 player board game.

Set up

- * Randomly set the gold backed tokens around the board
- * Place any of the large tokens into any remaining large enough spaces
- * Roll the dice to see who goes first
- * Players start their turns at the shore

General

- * Each player is allowed to pick up 3 tokens before they have to return to the shore
- * Players can only flip and see which tokens they have after they leave the board at the shore
- * The first player to fill out their token score cards wins
- * If a player returns to the shore and any of the tokens they flip over are tokens that they already have or are a volleyball/boot, those tokens go back anywhere onto the board, gold side up

Movement

- * Take turns rolling the dice to see how far you can move
- * Players can only move forward, backward, left, and right on the grid
- * Players cannot move over/through the large blocking tiles
- * When a player lands on another player's token, the first player chooses one of the gold facing tokens of the second player (if they have any), at random, and places it anywhere on the board
- * When a player has 3 tokens that are gold side up, they cannot pass over other tokens on the board
- * If a player has 3 gold side up tokens and they are boxed in, they must place 1 of their tokens back onto the board in order for them to move and pick up another token
- * (Optional) Players can pass over gold faced tokens when they are carrying 3 tokens

