

LIMIT: THE GAME OF PROFESSIONAL BASS FISHING

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1. Game Parts

The game package consists of the following files:

A. Lakes Chart: Details of each reservoir used in the game, categorized by state. Each lake has a rating for CATCH (how easy it is to land a fish) and AVERAGE (the average weight of a fish landed in that particular lake.)

B. Elite Anglers Chart: 104 Anglers in the Elite Division, each given a skill and, in some cases, a limit rating.

C. Regional (State) Anglers Charts: Categorized by state, these chart assign a skill rating to all anglers who participated in at least 3 regional events. (All anglers, both elite & regional, are rated based on the 2006 season).

D. The Action Deck: 100 cards, each with the following entries:

The Cast Entry: An integer from -5 to 5; find the anglers modified skill rating among the leftmost column and apply the cast entry to the skill rating.

The LB (Pounds Modifier) Entry: An integer from -1 to 4; this integer is added to the lake's base weight rating when determining the size of a fish. Note that the entry "L" is also present among the pounds entries. This indicates a large fish has been landed. See the Lunker Chart.

The OZ (Ounces Modifier) Entry: An integer from -15 to 15. Treated as the pounds entry.

The # (Random Number) Entry: A number from 1-100. Used when consulting the various charts in the game to obtain results.

One of the 100 cards reads EVENT. If this card is drawn on the INITIAL draw for an angler, a 1-100 result is drawn and the result read on the events chart. More on this later.

E. The Game Charts: These are, in no particular order:

The Lunker Chart: Used in conjunction with a 1-100 entry when either an action card or the event chart calls for a lunker reading.

The Practice Chart (Optional): If the option is used to enable practice before the tournament, a 1-100 entry is read for each angler. Any modification to his/her skill rating is recorded on the scoresheet. More on this later.

The Weather Chart: Draw a 1-100 entry at the start of each day to set the weather conditions at the start of the tournament. Note that weather conditions may change during the angling as well (due to an event chart draw.)

The Weigh-In Chart/Penalty Table: Draw a 1-100 result for each angler at the finish of each day's activity. He/she will either be penalized in some manner, or have a normal weigh-in.

The Events Chart: Used whenever the EVENT card is drawn on an angler first cast of a phase. These events describe various oddities and fish/angler behaviors which may occur during an event.

The Livewell Chart: Used only to single out a fish in the livewell; it is generally activated by a weigh-in event.

The Foreign Objects Chart: Used when directed by the events chart. These are considered as a normal cast during a phase.

F. The Cumulative Scoresheet: This holds the total day's weights caught for each angler, along with other information.

G. The Fish Tally Sheet: This sheet is used to record each legal fish caught; it includes 5 slots in which the 5 largest fish caught for the day are written in before weigh-in.

2. Setup

Shuffle the action deck thoroughly. Determine whether the event will feature elite or regional anglers. Write the angler names on the scoresheet & fish tally sheet. Choose a venue from among the included reservoirs, and write the venue name on the scoresheet and fish tally. Choose an event name & date; write these in as well. See section 4 for more detail regarding pro fishing tournament structure.

3. Game Play

Weather: Draw a 1-100 number and consult the weather chart. Make a note on the cum scoresheet and the fish tally sheet of any modifier incurred.

Practice: If you opt to use a practice session, draw a 1-100 result for each angler. read the result on the practice chart. Add or subtract the modified skill level to the angler's base skill. EX: An angler has a base skill of "D". He practices and earns a +2 modifier for the tournament. His new skill level is "B" (2 letter grades better). Now add or subtract any weather modifier(s). Enter the final skill ratings, catch rating and base weight on both score sheets (cum and fish tally). Skip this section and go to Launch Order if you do not wish to implement a practice session.

Launch Order: The order in which boaters leave the launch for the first day is randomized. Only the first half of the boaters launching each day may apply their practice modifiers to their skill rating. This is to reflect the fact that even if an angler found a hot spot during practice, earlier launching anglers may beat him to the spot. On the second day of the tournament, reverse the launch order, retaining the "first half only" rule. The 3rd and 4th days' launch is determined by order of total weight caught, highest going first. After day 2, the cut is made, so the "first half only" practice modifier is no longer used. The cut occurs in different spots, depending on the tournament. Some tournaments cut at 25th, some at 35th, some at 50th. If your event is only a 2 day affair, you may choose not to make a cut. For 3 day tournaments, make the cut on the 3rd day.

Angling Procedure: Phases

Each day of fishing is divided into 5 phases:

Phase 1: Early morning

Phase 2: Mid-morning

Phase 3: Noontime

Phase 4: Early Afternoon

Phase 5: Late afternoon

A phase is over for an angler when he fails to catch a fish. Play then proceeds to the next angler. All anglers take their turn in a phase before proceeding to the next phase. As an angler completes a phase, make a hash mark on the fish tally sheet under the PHASES column.

Note that due to events or weather, phases may be skipped. Such actions may apply to all anglers, or just a specific one. The events chart may also award an angler a bonus phase. He takes this phase after his 5th phase. Whenever these additions/subtractions of phases occur, make the appropriate hash mark(s) on the fish tally sheet.

Fishing Procedure

The general procedure for angling is as follows:

Starting with the first angler on the scoresheets, draw an action card, reading the entry under the CAST column which corresponds to his skill rating. Add or subtract the integer on the card to/from the lake's catch rating.

EX: An angler has a skill rating of "G". We draw a card, reading the entry under CAST for the "G-I" row. The result is a "-1". Our lake has a catch rating of 30. The action card modifies this to a 29 (30 - 1).

Now we draw an action card and refer to the # (Random number) entry. If the drawn number is greater than our target (29 in this case), the angler failed to catch any fish in this phase; make a hash mark under the PHASES column on the fish tally sheet and move on to the next angler.

If the random number is less than or equal to our target, a fish has been caught. We now must determine its weight:

Draw another action card and read the entry under LB (pounds modifier) which corresponds to the angler's skill rating. Add or subtract the integer on the card to/from the lake's base weight rating.

EX: Our lake has a base weight rating of 1-15 (1 pound, 15 ounces.) Our angler, as before, has a skill rating of. "G". The action card drawn reads "1" under the corresponding LB column. We will add 1 pound to our lake's weight rating; it is now 2 pounds.

We now must make an ounce adjustment to the fish. Draw another action card and read the entry under OZ (ounces modifier) which corresponds to the angler's skill rating. Add or subtract the integer on the card to/from the lake's base weight rating. So far our landed fish weighs 2 pounds, 15 ounces.

EX: Our lake has a base weight rating of 1-15 (1 pound, 15 ounces.) Our angler, as before, has a skill rating of. "G". The action card drawn reads "-8" under the corresponding OZ column. We will subtract 8 ounces from the fish weight. Our final fish weight is 2 pounds, 7 ounces. Enter "2-7" under the LIVEWELL column of the fish tally sheet for the active angler.

Since our angler has caught a fish on his initial cast, he may continue to fish. As soon as he fails to make a catch, he ends the phase; play moves on to the next angler.

Keepers: A fish must weigh at least 12 ounces to qualify as a keeper. (This is normally done by measurement of length, but we will use weight for purposes of this sim.) If an angler lands a fish weighing less than 12 ounces, it is thrown back. No entry is made in the livewell, but the angler may continue to fish until he fails to make a catch.

Culling: Once an angler has his livewell full, he begins the process of culling; attempting to catch fish larger than the smallest fish in his livewell. If a fish is caught that is larger than the smallest fish in his livewell, strike through the smaller fish weight; this indicates it has been released. Certain events may affect the angler's livewell/culling during a tournament.

Lunkers: If an action card result under the CAST column reads "L", a large bass has been caught. Draw another card and read the 1-100 entry. Find the result on the lunker table; this will give the weight of the fish in pounds. Draw another 1-100 entry and use the OZ integer. This will give the number of ounces added to the lunker pound reading. NOTE: When determining lunker weight, the lake's base weight rating is ignored. As a result, the smallest lunker that can be caught is a 6 pound fish.

Events

If a player is making his INITIAL cast of a phase and the action card drawn reads "EVENT", a nother card is drawn and a 1-100 result obtained. Look up the result on the events chart; follow the instructions given.

All events that occur are to take effect immediately (on the current phase), unless indicated otherwise on the event chart. Some events give an angler a temporary boost or penalty; some

have a permanent effect (they may last for the rest of the day, or rarely, for the rest of the tournament.) Make notes of any event-driven modifiers using the MODIFIERS column on the cum scoresheet. If a modifier expires, strike through it to avoid scoring confusion. The affected angler then returns to using his "starting" set of modifiers.

NOTE: If an angler happens to be affected by 2 events in the same phase, the 2nd event is ignored. This will rarely, if ever, occur.

Foreign Objects: On occasion, an angler may hook an object (or fish/animal) that is not a bass. Draw a 1-100 card to identify the object. In such cases, the angler may continue to cast; foreign objects do not cause his phase to end.

The Weigh-In:

After the final angler has completed his 5th phase, we proceed to the weigh-in. A 1-100 card is drawn for each angler. As in the phases, draw for each angler in the order he is listed on the scoresheets. During the weigh-in, an angler may be penalized for one of various infractions. These are explained in the penalty table. Make any adjustments to the scoresheets and proceed to the next angler.