BIG CATCH
DIVISION TO YOUR RESCUE
LOGIC ROOTS™

As you open the box...

Rulebook

Fishermen pawns

Fishing cards

Fish coins

Game board

3 game plays

Island Hopping - Easy

Fishy Fish - Advanced

Big catch - Advanced

3 types of fishing cards

Instruction Cards

Number Cards

Number+ instruction Cards

Once upon a time...

These fishermen got lost at sea and landed on an unknown island. They lost their boat, maps, money. They have nothing but fishing nets and they want to go home.

If they fish and divide the catch equally among islanders, the islanders will help them reach home. Get set for the big catch!

Use your storytelling skills here! Tell this story with as much excitement and emotion as possible. When children are drawn into the story, they will enjoy the game even more!

2+ players

8Y+

Island Hopping

Easy, Competitive

Setup the game

Select your fisherman pawn and place it at the start. Take out the deck of fishing cards and keep it face down. Leave out the fish. We will use them for advanced gameplays

Who wins?

The player who reaches home first, wins.

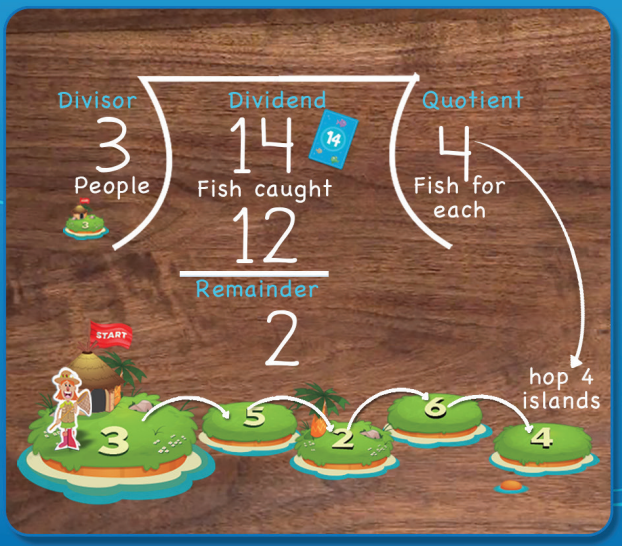
Who moves first?

The youngest player moves first. Others move in a clockwise direction from her.

How to play

1. The first player will start the game by picking the top card from the deck of fishing cards. The number on the card is the number of fish you have caught.

2. Divide your catch equally among the islanders. The number on the island is the number of people living there. So you must divide 14 fish among 3 people.



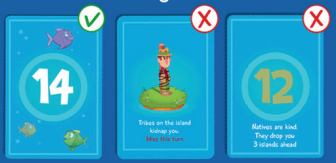
3. You get to hop as many islands as your quotient.

   If you do not give fish to the islanders (your quotient is 0), then you do not get to move ahead.

4. Now it is next player's turn and so on. The game ends when one of the player reaches "Home". She wins!

Ignore all the instruction cards for this game play. Draw another card.

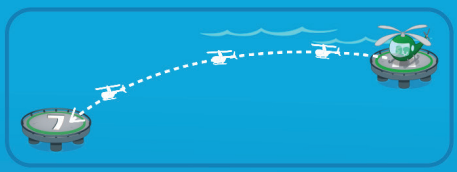
These are 3 types of fishing cards



Special Islands

Helicopter Island

If you land on the island with a helicopter on it, take a free ride to the destination island. It's a ONE WAY ride.

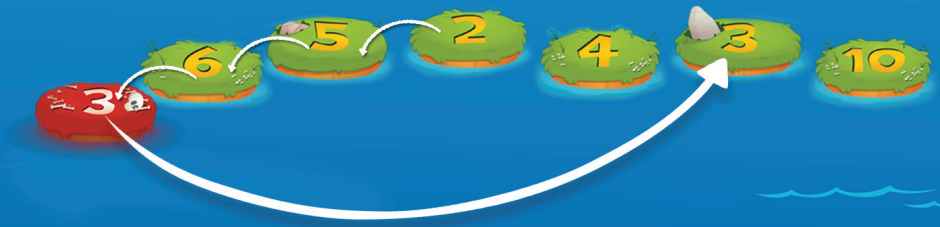


Bridge Island

If you land up on an island with bridge, you must take it to move ahead. Again, its a ONE WAY bridge

Danger Islands

The red islands have dangerous tribes. Move back 5 steps.



2+ players

10Y+

Fishy Fish

Advanced, Competitive

This is a more challenging gameplay. This time, we have to store the remainder fish and we can use them when we like.

Setup the game

Select your fisherman pawn and place it at the start. Take out the deck of fishing cards and keep it face down. Take out the fish too.

Who wins?

The player who reaches home first, wins.

Who moves first?

The youngest player moves first. Others move in a clockwise direction from her.

You must use all types of fishing cards and follow the instructions too

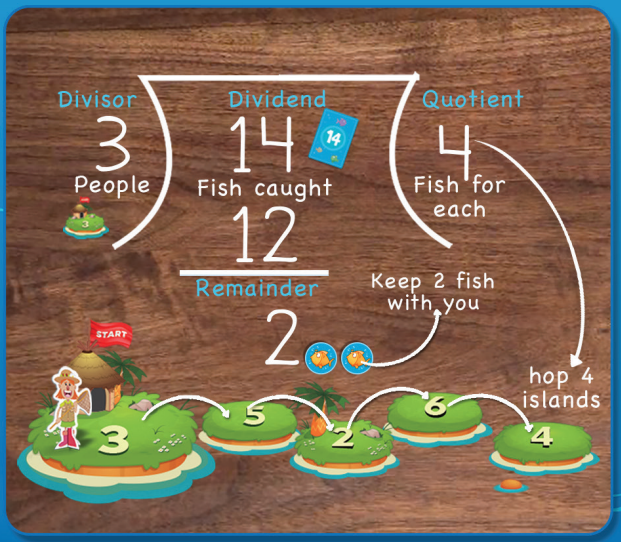
These are 3 types of fishing cards

How to play

1. The first player will start the game by picking the top card from the deck of fishing cards. The number on the card is the number of fish you have caught.

2. Divide your catch equally among the islanders. The number on the island is the number of people living there. So you must divide 14 fish among 3 people.

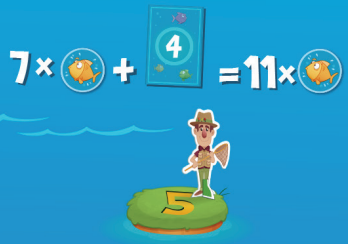
3. This time, also draw out as many fish coins as your remainder. Save these fish for later use.



4. You get to hop as many islands as your quotient. Now its the next player's turn and so on.

5. The STORED FISH can be used to move further ahead. For example...

   Say a player lands on an island with 5 villagers, and catches 4 fish. And she also has 7 stored fish.



   Now 4 divided by 5 is 0. So she can add 4 fish in her stored fish basket and continue to stay there.

   Or she can add the 7 STORED FISH to the 4 fish she caught in this turn. That makes a total of 11 fish. She will give 2 fish to each villager and store 1 fish. She can now move ahead by 2 islands.

6. The game ends when one of the players reaches "Home". She wins!

2+ players

10Y+

Big Catch

Advanced, Competitive

Setup the game

Select your fisherman pawn and place it at the start. Take out the deck of fishing cards and keep it face down. Take out the fish too.

Who wins?

It is not the player who reaches home first but the player who reaches home with most fish, wins.

Who moves first?

The youngest player moves first. Others move in a clockwise direction from her.

How to play

1. The core gameplay stays the same as Fishy Fish. Pick the top card to find the fish you have caught. Divide them equally among the islanders. Be sure to follow the instructions.

2. You can store the remainder fish and use as you see fit. You can divide them among islanders or keep all of them with you. The game ends when the last person reaches home. The person who reaches home with most number of fish, wins.

3. The game ends when one of the players reaches "Home". She wins!

Divisibility rule song

I am no. 2 and I'll be your friend, As long as an even number's on the end.

No. 3 will work for me, you see, If the sum is divisible by 3.

No. 4 won't be such a chore, If the last 2 are divisible by 4.

No. 5 is my biggest hero, He has to end in 5 or 0.

No. 6 will always go into me, As long as so does 2 and 3.

No. 9 will go into me just fine, If the sum is divisible by 9.

I'm no. 10 and this you should know, I always end in a big fat 0!

More math resources?

Want another gameplay? What about free worksheets on division? For more math resources, visit our website.

For access, scan the QR code or visit the link given below.

Scan me

https://LogicRoots.com/BigCatch/Play

More math games

Why just division? Discover more math games to make any topic fun for kids.

MATH BUILDER
Age 8+
LOGIC ROOTS
Fun and fast paced math equations game
MATH BUILDER
MATH BUILDER
LOGIC ROOTS

FROGGY
Age 9+
fractions
LOGIC ROOTS
Advance fraction card game
LOGIC ROOTS
FROGGY
fractions
Advanced fractions card game
20
Manipulatives
WARNING:

LOGIC ROOTS

Reinventing how kids practice Math

What is the team like?

We are a small & passionate team that loves math. For us, math is not just numbers but a key to the new world of technology. We want to help kids discover the joy of numbers.

Not happy with this game?

Each game is a product of love. But if we failed to meet your expectations or you need more help, please write to me on kunal@LogicRoots.com. I promise I will respond and resolve.

Need more?

For more math tools including free worksheets and newer gameplay videos, visit us on https://logicroots.com

/LRLabs /LRLabs

www.LogicRoots.com