



8-99 years



2 - 4 players



20 min

Contents: 104 cards: 64 fish, 22 corals, 8 sharks, 10 octopuses. 4 thick fish tiles.

Object: To end up with the most fish of your colour in play.

Preparing to play:

The players each receive a “fish” tile which indicates their colour of fish. They look at it without showing the other players and then place it in front of them, face down. (They can look at it at any time during the game.)

Then the players each receive a “coral” card which they place, coral side up, in front of them and which will serve as the starting point for their school of fish.

Shuffle the rest of the cards and divide them into four approximately equal stacks, fish bone side up. Turn over the top card of each of the stacks and place it in front of its stack.

How to play:

Throughout the game, the players will each form a school of fish in front of them. They must all try to ensure that at the end of the game, their own colour of fish is in the majority.

The game proceeds in a clockwise direction. The youngest player starts.

The players must each, on their turn:

- Choose two cards from among the four visible cards from the stacks;
- Place one of them in their school of fish and the other in an opponent's school;
- Then turn over two cards from the stacks so that there are always four cards visible.

Placing a card:

Place the cards so that they are adjacent (not diagonally) to one or more cards, according to the following rules:

- The corals:

The “coral” cards can be placed **next to any card** and you can place any fish card next to a coral.

- The fish:
A "fish" card can be placed next to another fish card **as long as they have at least one colour in common** (the colour of the fish, or the colour of the seabed, or both).
- The sharks:
"Shark" cards are placed on top of "fish" cards. The sharks eat the fish and eliminate these fish from the game. The "shark" cards are **always placed on opponents' schools of fish**.
NB1: Either "fish" or "coral" cards can be placed next to a "shark" card.
NB2: If four "shark" cards are turned up from the stacks, discard one of the cards and turn up the next card from that stack in its place.
- The octopuses:
When an "octopus" card appears in the stack, it is **automatically given to the player with the most "coral" cards in his school of fish**. This player **places it on top of one of his "coral" cards**. If several players have the same number of "coral" cards, the octopus is discarded. Then turn up the next card from the corresponding stack.
"Fish" or "coral" cards can be placed next to an "octopus" card.
- The fishes' curse:
When **three cards of the same background** follow horizontally or vertically, the fishes' curse strikes: the fish are sacrificed and the three cards **are turned "fish bone" side up**.
Note: now, only the "coral" cards can be placed next to the "fish bone" cards.

Ending the game:

The game ends when three of the stacks are finished.

Players then each count their points. They receive:

- 1 point for each fish of their colour present in their school as well as in their opponents' schools. (**NB:** Be sure to count the number of fish: a card with two fish earns two points.)
- 3 points if in their own school of fish they have a majority of their own colour of fish.
- 1 point for each octopus in their school.
- 2 points for the player with the most sharks in his school of fish. (In case of a draw, all the players concerned earn two points.)

Winning:

The player who has earned the most points wins the game. In case of a tie, to determine the winner: the one with the most fish in his school wins the game.