



7 - 99 years



2 to 4 players



30 min

Contents: 1 board, 40 sea urchin tokens (20 yellow, 20 red), 4 player pieces.

Background: Fishing for sea urchins is no easy task, and you might even get your fingers nibbled if you're not careful! To catch them safely, you'll need to work hard to form squares around them.

Aim of the game: Win as many sea urchin tokens as possible.

Game set-up: Place the board between the players. Place the sea urchin tokens next to each other in 2 separate stacks, one per colour. These make up the pile. Each player chooses a player piece and puts it down in front of them.

Playing the game: The youngest player starts, then players take turns in a clockwise direction. When it's your turn, you can do the following:

1• Optional: If you wish, you can move a sea urchin token that's already on the board.

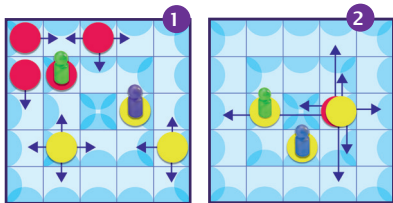
2• Mandatory:

- Either draw a sea urchin token from the pile, in the colour of your choice, and place it on the board; or
- move a sea urchin token that's already on the board.

3• Mandatory: Move your player piece onto a sea urchin token that's already on the board. Then it's the next player's turn.

Moving a sea urchin token: Players can move a token so long as there is no player piece on it.

- If the sea urchin token is on its own, it can be moved to an adjacent empty square within the same row or column (*image 1*).
- If the sea urchin token is on top of a stack of 2 tokens, it can be moved to an empty square in the row or column of the stack. You can also jump over another token (*image 2*).



Examples of possible moves for the blue player.

Adding a token: Players should choose a token in the colour of their choice by drawing it from the pile and placing it:

- either on an empty square on the board; or
- on top of another sea urchin token already on the board, creating a stack of 2 tokens.

Note: You cannot place a token on:

- tokens already occupied by a player piece (*including your own*);
- a stack of 2 tokens;
- a token of the same colour.

Note: If, after 3 full turns, no tokens are added or removed from the board, the next player must add a token.

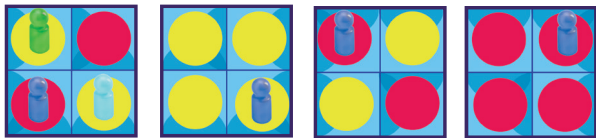
Moving your player piece: Players can put their player piece on any token or stack of tokens on the board so long as there are no other opponent player pieces already there.

Winning sea urchin tokens: When it's your turn, if you manage to complete a 'fishing square', you'll win the sea urchin tokens that make up that square.

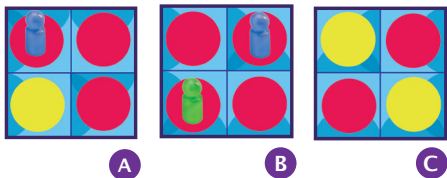
Fishing squares: A fishing square is a set of 4 tokens or stacks of tokens within a 2-by-2 square. For stacks of tokens, the token on top determines the colour of the stack. To count as a fishing square, the square must have the following features:

- The tokens diagonally across from one another must be the same colour;
- The player's piece must be present on one of the tokens or stacks that make up the square;
- An opponent's player piece cannot be on a token diagonal to where the player's piece is located.

Examples of squares that count as fishing squares for the blue player:



Examples of squares that do not count as fishing squares for the blue player:



- A** *One of the diagonal lines is made up of a red token and a yellow token.*
- B** *The green player's piece is diagonal to the blue player piece.*
- C** *The blue player's piece is not on any of the tokens in the square.*

If a player creates a fishing square, they win all the tokens that make up the square (including all the tokens in any stacks, as well as those under their player's piece), except any under an opponent's player piece.

The tokens won should be placed in front of them and can no longer be played. They should keep hold of their player piece, which they will put back on the board during their next turn.

End of the game:

The game ends when there are no more sea urchin tokens in either of the 2 colours in the pile.

Players should count up their sea urchin tokens in front of each other. The winner is the player who has managed to fish the most tokens.