

SETTING UP

A draw determines which player plays orange and which player plays yellow. The 2 players face the tank with their fish laid out in front of them (Fig. 1).

PLAYING A GAME

OBJECT OF THE GAME

To force your opponent to play a fish that sticks out over the top of the tank (Fig. 3).

PLAYING THE GAME

The player playing yellow begins. Each player in turn chooses one of his fish. He inserts it into the tank and lets it drop: the player must drop his fish without pushing it. The fish must not be forced into the tank (Fig. 2).

WINNING

The first player to play a fish that sticks out over the top of the tank is the loser (Fig. 3).

PLAYING A MATCH

OBJECT OF THE GAME: To force your opponent to run out of pieces, so that he cannot finish a game.

PLAYING A MATCH

The players play several successive games (see above).

At the end of each game, the fish sticking out of the tank is taken out of play. It remains out of play until the end of the match. The winner of a game starts the next one.

WINNING

The match ends when one player has no fish left to continue playing. His opponent is the winner.

