



AIM OF THE GAME

To be the first player to "CATCH", and then "EAT", three fish.

GAME PREPARATION

Place the nine colored fish "bone side down" in the center of the playing surface. Place the hungry red Piranha in the middle of the school of fish (fig. 1).

GAME PLAY

Decide which player will go first. In turn, the first player throws both die. Quickly, all players try to "Catch" the fish which matches the dice.

(IE: IF ONE DIE ROLLS BLUE AND THE OTHER ROLLS A SQUARE SHAPE, A BLUE FISH WITH SQUARE SCALES IS THE ONE TO CATCH! (fig. 2))

The caught fish is placed bone side DOWN in front of the player who caught it. The next player throws both wooden dice. Again, all players quickly try to catch the matching fish. The caught fish is placed bone side DOWN in front of the player who caught it. HOWEVER, if the dice show a fish that has already been "Caught" by another player, that player must shout "SPLASH ATTACK" and try to grab the red Piranha before any other player! If successful, the "caught" fish is turned bone side UP (fig. 3). It has now been "EATEN" and belongs to that player. But if ANY OTHER player catches the hungry red Piranha first, the "Caught" fish is placed back into the game (fig. 4).

NOTE: ANY PLAYER CAN SHOUT SPLASH ATTACK IF THEY SEE A CAUGHT FISH HAS BEEN ROLLED.

NOTE: IF AN EAGER PLAYER GRABS THE RED PIRAHNA WHEN THE DICE SHOWS AN ALREADY EATEN FISH, THAT PLAYER MUST THROW ONE FISH BACK INTO THE GAME. IF THEY HAVE NONE, NOTHING HAPPENS.

WINNING THE GAME

The game ends when a player catches, and then eats, three fish to win the game (fig. 5).

QUICK PLAY

Younger players may immediately turn a fish bone side up, collecting three to win the game.

