

Fische Versenken

Dump the Fish



Swimming circles in the same old gold-fish bowl is boring! Out there is a whole wide world waiting to be discovered. With a precise leap freedom isn't so far away any longer. Every escape route will do: the open window, the sink, even a ride through the toilette! Off you go! But watch out for the shark, and hurry away.



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Content

60 cards with holes



Aim of the game

Act quickly and combine two of your cards and dump the right fish! Only the fastest player can lay down the two cards in front of him. The player with the highest number of right combinations wins the game.

Game set up

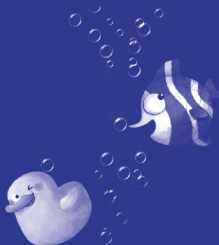
Shuffle the cards and give every player 5 cards. Put the rest of the cards in a stack in the middle of the table with their blue side facing upwards.

What you have to know about the cards

You are playing with both sides of the cards, so it does not matter how you hold them.

Back of the card:

On the blue side you see five different fish. Well, ok, four different fish and one duck, but the duck wants to be a fish, too!



Front of the card:

There are three different front designs. Either you see one of the **five fish** jumping out of the bowl, or a **crab**, or the **shark**. He is really dangerous, so beware!



How to play

The oldest player begins. He turns the first card from the stack in the middle and puts the card on the table, so that everyone can see it. Now all players try to combine two of their cards with the right fish, so it can escape the boredom of the fish bowl.

How do you combine the cards?

You always have to put your cards on top of each other.

- 1.** Put them on each other with the backs of the cards (blue side) facing each other.
- 2.** Through the hole you have to see the correct fish, or you have to put hole on hole.

Example 1:

You can use this card to either show the red fish...

... or the green fish by turning the card.

Front + Back = Combination



Example 2:

These cards can be combined, so that two holes lay on each other.



Watch out:

You have to put the cards on top of each other *exactly*. Turning them by 90 degrees or sliding one card down or up is not allowed.



Which combinations do you have to find?

The card opened next to stack in the middle shows you which combination you have to look for.



Fish in sight:

One of the five fish is jumping out of his bowl? Look which one it is, and combine two of your cards so that this fish is seen in the hole. Finally he is free!



Ewww crab:

Oh, no! The crab has got the fish by its fin and doesn't let go! Which combination was the last one? Remember which one it was and repeat it.

If the very first card is a "Ewww crab" card, keep on opening cards until a "Fish in sight" card shows up.



Shark Attack!

If the shark shows up, all fish seek a place to hide. Combine two of your cards so that two holes lay on each other.

You don't have the cards to make the right combination? That happens very rarely, but don't worry. Put **one** of your cards **under** the stack in the middle and take one new card. You always have to have five cards on your hand.

How do you dump the fish?

You found the right combination? Then put the two cards on the table quickly and say "dumped the fish!" The other players stop their combination and check together if your combination is correct.

You got it right?

You can keep the two cards on the table in front of you. Take two new cards from the stack, and turn a new card next to the stack for a new combination.

You got it wrong?

Take the cards back on your hand. Now put one of the cards you have combined correctly under the stack. You don't have any right combinations, yet? In that case, nothing happens.

End of the game

The game ends when the stack in the middle is finished. Now everyone counts their cards which have been combined correctly. If there is a tie, both or more players win the game.

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