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FISHY

THREE DIFFERENT FISH GAMES FOR 3-6 PLAYERS

BY ALAN R. MOON

We all know that fish doesn't stay fresh for long. At least our noses know it. This is exactly the problem facing the players in FISHY. As giddy fishmongers, skillful buyers or hard-working fishermen the players try to buy or sell the freshest fish in one of three different games. The player who winds up with the most old fish will not prosper. His friends probably won't want to be around him for long either.

COMPONENTS

- Gameboard
- 120 Fish (6 sets of 20)
- 42 Fish Cards (6 sets of 7)
- 13 Cat Cards
- Rules

INTRODUCTION

Don't let the length of the rules fool you because they include rules for three different games. Each game lasts about 20 or 30 minutes, so you will have plenty of time to decide which is your favorite of the three.

THE GAMEBOARD

The gameboard shows a barrel with six levels. The highest level has five Coins pictured. The lowest level is called the bottom of the barrel and has two fish bones pictured. Fish that end up in the bottom of the barrel are considered rotten and worthless. The small table at the bottom of the gameboard is used only in the FRESH FISH game.

THE PLAYING CARDS

There are six sets 7 cards. Each set contains: one 5th Level (five coins), one 4th Level (4 coins), one 3rd Level (3 coins), one 2nd Level (2 coins), one 1st Level (1 coin), one Lowest 3 (3¢) and one Lowest 4 (4¢).

There are also 13 Cat Cards. These are used only in the FRESH FISH and FISH IN THE BARREL games.

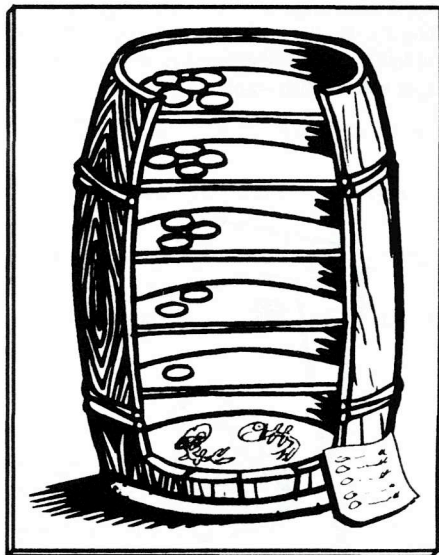




Players are fishmongers at a fish market trying to sell their fish.

PREPARATIONS

Each player should take a set of cards and the matching 20 fish. The Cat Cards are not used in ROTTEN FISH.



If there are **3 players**, the 4th and 5th Levels of the Barrel are not used. In addition, the players are not allowed to use all their cards; they should remove their 4th and 5th Level Cards and their Lowest 3 Card permanently from the game. To begin the game, each player should place three fish on each of the 2nd and 3rd Levels and two fish on the 1st Level.

If there are **4 players**, the 5th Level of the Barrel is not used. In addition, the players are not allowed to use all their cards; they should remove their 5th Level Card and their Lowest 3 Card permanently from the game. To begin the game each player should place three fish on each of the 3rd and 4th Levels and two fish on the 2nd Level.

If there are **5 or 6 players**, all Levels of the Barrel and all cards are used. Each player should place three fish on the 4th and 5th Levels and one fish on the 3rd Level.

OBJECT OF THE GAME

Players try to sell their fish while they are still fresh and keep them from reaching the bottom of the barrel.

PLAY

A turn consists of the following four steps:

- 1** Each player selects one card and places it face down on the table in front of him. All cards are then revealed simultaneously.
- 2** If a player has played a **unique Level Card** (no other player has played the card of the same Level), the player may remove **three** of his fish from the Level.
- b** If **two players** have played the same Level card, the two players may each remove **two** of their fish from this Level.
- c** If **three players** have played the same Level Card, the three players may remove **one** of their fish from this Level.



4 Players place new fish in the Barrel. If there are **3 players**, each player places three new fish on the 3rd Level. If there are **4 players**, each player places three new fish on the 4th Level. If there are **5 or 6 players**, each player places three new fish on the 5th Level.

Exception: If a player has two or three fish on each Level other than the top Level (the top Level in play being the 3rd for 3 players, the 4th Level for 4 players, and the 5th Level for 5 or 6 players), he does not place any new fish in the Barrel.

GAME END & WINNING

When one or more players have five fish in the Bottom Of The Barrel, the game ends. The player with the least fish in the Bottom Of The Barrel is the winner.

If two or more players tie for least fish in the Bottom Of The Barrel, the tie is broken by working upwards in the barrel one level at a time. For instance, if three players were tied, the 1st level would be checked first. If one player had no fish in the first level and the other two had at least one fish, the player with no fish would be the winner.

d If four or more players have played the same Level Card, none of the players may remove any fish this turn.

e If one player has played the Lowest 3 Card, he may remove a total of three of his fish. These fish can be taken from more than one level, but must be taken from the lowest levels possible (the level with one coin being the lowest level of all). If more than one player played the Lowest 3 Card, none of the players may remove any fish.

f If one player has played the Lowest 4 Card, he may remove a total of four of his fish that are on the lowest levels. He then removes this card permanently from the game. If more than one player played the Lowest 4 Card, none of the players may remove any fish but all the players take their cards back into their hands.

2 After all fish have been removed, all players (with the exception of a player who had to remove his Lowest 4 card) take their cards back into their hands.

3 All fish are now moved down one level. For instance, all fish on the 5th Level are moved to the 4th Level, all fish on the 4th Level are moved to the 3rd Level, etc. Fish which are moved into the Bottom Of The Barrel remain there for the rest of the game.



FRESH FISH



Players are chefs at a fish market trying to buy the freshest fish to cook in their restaurants.

PREPARATIONS

Each player should take a set of cards. The Cat Cards should be placed face up near the board.

The color of the fish determines its freshness. White fish are the freshest and will be placed on the 5th Level. Yellow fish are the next freshest and are placed on the 4th Level. Blue fish are placed on the 3rd Level, Red Fish are placed on the 2nd Level, and Green fish are placed on the 1st Level. The Orange fish are not used in **FRESH FISH**.

If there are **3 players**, place 9 fish of the correct color on each Level.

If there are **4 players**, place 12 fish on each Level.

If there are **5 players**, place 15 fish on each Level.

If there are **6 players**, place 18 Fish on each Level.

OBJECT OF THE GAME

Players try to buy the freshest fish which are on the highest levels of the barrel.

PLAY

A turn consist of the following two steps.

- 1** Each player selects one card and places it face down on the table in front of him. All cards are then revealed simultaneously.
 - a** If a player has played a **unique Level Card** (no other player has played the card of the same Level), the player may take **two of the fish** from this Level and place them in front of him.
 - b** If **two players** have played the same Level card, the two players may each take **one of the fish** from this Level.
 - c** If **three or more players** have played the same Level Card, **none** of the players may take any fish this turn and each of these players **must take a Cat Card**.



- d** If one player has played the **Lowest 3 Card**, he may take a total of **three fish**. These fish can be taken from more than one level, but must be taken from the lowest levels possible (the level with one coin being the lowest level of all). If **more than one player** played the **Lowest 3 Card**, **none** of the players may take any fish but the players do not take Cat Cards.

e If one player has played the Lowest 4 Card, he may take a total of four fish that are on the lowest levels. If more than one player played the Lowest 4 Card, none of the players may take any fish but the players do not take Cat Cards. Each player who played his lowest 4 Card removes it permanently from play, regardless of whether he took any fish or not.

2 After all fish have been removed, all players (with the exception of a player who had to remove his Lowest 4 card) take their cards back into their hands.

GAME END & WINNING

The game ends when one player has 3 Cat Cards or when all the fish on any one Level have been bought (taken from the barrel). Players then figure out the worth of their fish.

The player with the most points wins.



FRESH FISH ARE WORTH:

WHITE 5 POINTS EACH
YELLOW ...4 POINTS EACH
BLUE 3 POINTS EACH
RED 2 POINTS EACH
GREEN 1 POINT EACH



Players are now fishermen at a fish market trying to sell their fish to fishmongers. Of course, some of the fish are not as fresh as they should be, so the fishermen may not always get the price they want.

PREPARATIONS

Each player should take a set of cards, the matching 20 fish, plus 2 Cat Cards. The rest of the Cat Cards are not used.

OBJECT OF THE GAME

Players try to sell their fish for the highest price by placing them into the highest levels of the barrel.

PLAY

A turn consists of the following two steps.

- 1** Each player selects two cards and places them face down on the table in front of him. All cards are then revealed simultaneously.
- a** If a player has played a **unique Level Card** (no other player has played the card of the same Level), the player may place **two** of his fish on this Level.
- b** If **two players** have played the same Level card, the two players may each place **one** of their fish on this Level.
- c** If **three or more players** have played the same Level Card, **none** of the players may place any fish this turn.
- d** If one player has played the **Lowest 3 Card**, he may place a total of **three** fish; one on the 1st Level, one on the 2nd Level, and

one on the 3rd Level. If **more than one player played the Lowest 3 Card**, none of the players may place any fish.

E If one player has played the **Lowest 4 Card**, he may place a total of **four fish**; one on the 1st Level, one on the 2nd Level, one on the 3rd Level and one on the 4th Level. The player then removes this card permanently from the game. If **more than one player played the Lowest 4 Card**, none of the players may place any fish but all the players take their cards back into their hands.

F If a player plays a **Cat Card**, he may cancel **any** card played by an opponent; the opponent receives no benefit from this card this turn. A Cat Card may not be used to cancel another Cat Card. If **more than one player plays a Cat Card**, the player with the most fish on the highest Level plays first, followed by the player with the second most fish on the highest Level, etc. Resolve further ties by having the oldest player play first, then the second oldest, etc. All Cat Cards are permanently **removed** from the game once played.

2 After all fish have been removed, all players (with the exception of a player who had to remove his Lowest 4 card) take their cards back into their hands.

GAME END & WINNING

The game ends when one player has placed all his fish in the barrel. Players then figure out the worth of their fish.

Fish on the 5th Level are worth 5 points each.

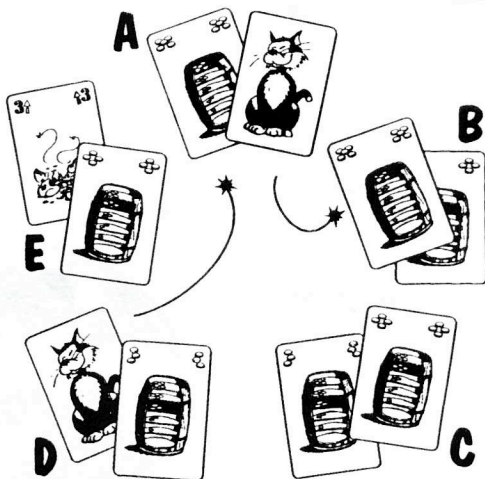
Fish on the 4th Level are worth 4 points each.

Fish on the 3th Level are worth 3 points each.

Fish on the 2th Level are worth 2 points each.

Fish on the 1th Level are worth 1 point each.

The player with the most points wins.



EXAMPLE OF PLAY

Player A plays 5th Level and Cat Player B plays 5th Level and 4th Level. Player C plays 4th Level and 3rd Level. Player D plays 3rd Level and Cat. Player E plays 4th Level and Lowest 3.

Player A wins the tie to decide who plays his Cat first: he uses his Cat to cancel Player B's 5th Level card. Player D uses his Cat to cancel Player A's 5th Level card.

No player places any fish on the 5th Level (because both players who played this card had their cards cancelled). No player places any fish on the 4th Level (because 3 players played this card). Player C and Player D each place 1 fish on the 3rd Level. Player E places 1 fish on the 1st Level, 1 fish on the 2nd Level, and 1 fish on the 3rd Level (because he was the only player who played a Lowest 3 card). Player A and D remove their Cat Cards from the game.

Credits

Game Design: Alan R. Moon

Artwork & Layout: Ralf E. Kahlert

Production: Mick Ado

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