

# KLEINE FISCHE

*A brisk card game for 2 - 4 risk-taking fishermen, from 7 years old*

## Game Material

- 60 fish cards (10 different fish with mussel value 1, 1, 2, 2, 3, 4)
- 6 octopus cards
- 1 octopus die with value -1, 1, 1, 2, 3, 3

## Game Preparation

- All 66 cards are thoroughly shuffled and placed face-down in the middle of the table.
- The die is placed to the left of the card deck.
- The youngest player starts the game. The game goes around in clockwise direction.

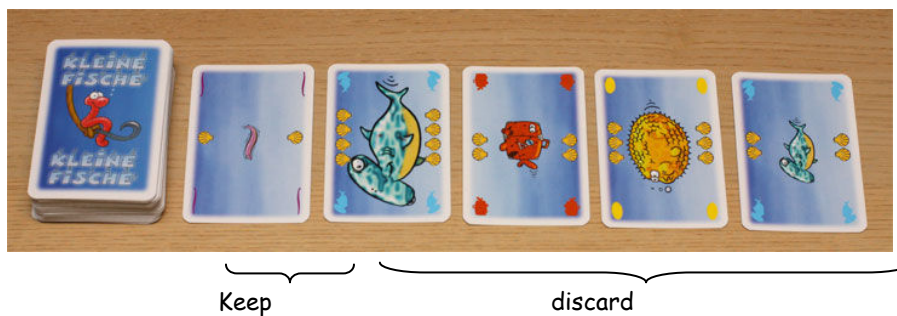
## Catching Fish

On a player's turn, flip over a card from the card deck and place it to the right of the deck, or the right-side of the last placed card if there is at least one card on the right of the deck.



The player can end his/her turn by keeping the revealed fish cards face-down in front of him/her. The player can also continue to play and try to get more fish. Whenever he/she flips a card with a fish species not yet in the series, he/she has the option of ending the turn or continuing play.

However, if the same fish species (size is not relevant) is present in one of the revealed cards, the player has to discard these 2 fish cards and all the cards in between these 2 fish cards. The discarded cards are placed on a deck next to the draw deck. The player keeps the remaining face-up cards face-down in front of him/her, and ends his/her turn.



Player can look at his/her collected cards at any time.

## Octopus

If player flips over an octopus card, he/she must stop fishing immediately. The octopus card and revealed fish card(s) are discarded. However, the player now has the chance to take other player's card(s). He announces the number of fish cards and from whom he/she wants to steal. Then, he/she rolls the die.



- If the die number is equal or higher than his/her announced number, he/she can steal the announced number of fish cards from the targeted player's collection. Show all the cards to other players before keeping them face-down.
- If the die number is lower than his/her announced number, he/she gets nothing.
- If -1 is rolled, the active player will lose one fish card. The targeted player steals one fish card from the active player's collection, shows it to everyone before keeping it face-down.

## End of a Session

When the last card has been drawn, the session ends. Each player adds up the highest value (most number of shells) fish of each kind. The points are recorded on a sheet. Another session begins with the game preparation. Points of the next session are added to the previous session.



Total points = 1 + 4 + 3 + 3 = 11

## Game End

The first player who reaches or exceeds 77 points after several sessions wins. In case of tie, there are several winners.