fish & katz

The good old people who run their stalls at the famous Korean fish market Jagalchi sometimes need a little rest from their hard work. While they take a nap, their loyal cats take over and manage the booth.

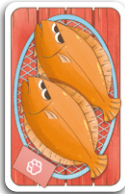The cats love their owners, but they also love fish.

What could go wrong?

how-to-play-video

COMPONENTS

50 Fish Cards

10x red (Flounders)
10x orange (Sauries)

8x yellow (Salmons)
8x green (Eel)
8x blue (Pufferfish)

Paws you score for this fish type

6x purple (Tuna)

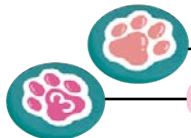### 6 Kitty paw finger puppets

4 Expansion Cards

Squid's number

Squid effect

4x brown (Squid)

6 Overview Cards

20 Paw tokens

1 paw

3 paws

Before the first game!

Apply the stickers to the tokens.
Both sides of a token should show the same illustration!

SETUP

Each player gets 1 **overview card**. Return unused overview cards to the box.

For your first game return the 4 **squid cards** to the box, as well.

You can add the expansion to your game any time you start a new round.

Shuffle all **fish cards** and form a facedown draw deck.

Put the **paw tokens** next to the draw deck.

Place **"number of players +1" cards** face up in a wide spaced row next to the draw deck.

Example: With 3 players your card row consists of 4 cards.

Each player puts 1 **kitty paw finger puppet** on their index finger.

GAMEPLAY

All players shout out loud "1, 2, 3!". On 3 all players swipe their kitty paw on one of the cards in the card row **simultaneously.***

- If you are the **only player** to swipe on a specific card, you take that card face-up into your score pile in front of you.

- If **multiple players swipe on the same card**, nobody gets the card and it is **removed to the discard pile**.

On the count of "3," swipe a fish!

Oh no! Another kitty swiped my card!

No fish for us!

***Simultaneously** = Everyone doing an action **at the same time**. This means you decide which card you gonna swipe on 3 before you even start counting. It is not allowed to change your decision after 3 when the others are already moving their paws toward specific cards!*

Afterwards, check if at least one player has collected **2 different fish types with at least 3 cards each:**

- If so, go to **Scoring and game end**.
- If not, **discard the card** from the card row that is closest to the discard pile, **refill the row of cards** and **continue playing**.
  Note: If the draw deck is exhausted, shuffle the discard pile to create a new draw deck.

SCORING AND GAME END

Each player gets **paw tokens for each set of fish** in their score pile. A set consists of **3 or more** cards of the same fish type.

You score the paw tokens shown on the cards only **once per set** (not for each card!).

Note: You score each fish type only once, even if you have 6 cards of the same fish type!

The end of the game is triggered when someone has **6 or more paws**. The player with the most paws wins! If tied, they share the victory.

If no one has scored 6 paws ...

PREPARE THE NEXT ROUND

1. All players **discard all fish cards** from their score piles–regardless of whether they have been scored or not. Players keep only their paw tokens.

2. Shuffle all cards and create a new draw deck. Place a new row of cards, and resume the game.

SQUID EXPANSION

Bring more player interaction to the game!

1. Shuffle all 4 squid cards into the draw deck.
2. When you successfully swipe a squid card, wait until all fish cards have been collected. Then **steal 1 fish card of your choice** from any opponents' score pile (if possible) and place it in your own score pile. Discard the squid card afterwards.

3
discard

1

2
steal any card

Note: If multiple players swipe a squid card at the same time, the stealing takes place in order of the numbers on their squid cards (1 goes first).

2-PLAYER RULES

The rules remain the same with the following modifications:

1. Before you shuffle the cards during setup and after **each** scoring, both players draw 1 card from the draw deck. If it is a fish card of 1 or 3 paws, discard the card and re-draw until you have got a 2-paws fish card.
2. Put these cards **face down** in your score pile. During scoring, you may **reveal** face down cards and add them to your score. If that doesn't help you to reach the threshold of "3 cards of the same fish type", you can keep face down cards for a future scoring—these are the only cards you are allowed to keep for the next round.

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The tokens of this game are 100% recycled plastic:

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