

Catch and Count Game

Contents:

30 bubble cards, 4 jar boards, 1 3D octopus spinner.

Setting up

- Assemble the 3D octopus spinner - see **Spinner Assembly Instructions**.
N.B. Once assembled, the spinner can be stored in the box. It does not need to be dis-assembled.
- Each player chooses a jar board and places it in front of them.
- Spread all the bubble cards on the table with the bubbles facing upwards.

Object

To catch and collect the most fish.

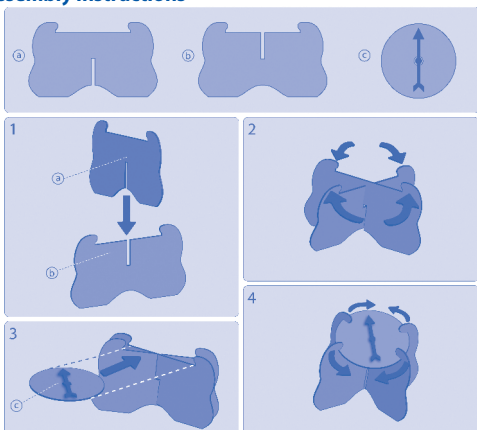
To play

- The youngest player starts by spinning the spinner. They then choose a bubble card that has the same number of bubbles as the number shown on the spinner and look at the reverse.
- If it shows either 1, 2, 3 or 4 fish, the player may keep the card and place it in front of them on their jar board.
- If, however, the card shows a shark, then the shark will eat all of that player's fish and these cards along with the shark card are removed from play.
- Play then passes to the next player.
- If a player cannot find a card with the matching number of bubbles (to the number shown on the spinner), play passes to the next player.
- Play continues until all of the cards have been taken.

The winner

At the end of the game, players count up how many fish they have collected. The winner is the player with the most fish in front of them.

Spinner Assembly Instructions



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