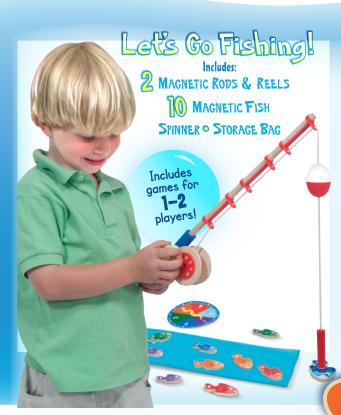


CATCH & COUNT FISHING GAME

AGES



SETUP

Spread out the blue mesh bag in the middle of the play space to serve as the fishing pond. Then spread out all the fish, face-up, in the middle of the pond.

To Use the Fishing Rod: Hold the handle and dangle the magnetic "hook" over the fish. Then turn the reel to lower and raise the fishing line and catch a fish!

To Use the Spinner: The worm's head points to the number and color you will try to catch. If you spin an empty hook, your turn ends without fishing.

BASIC GAME

(2 players) Take turns spinning the spinner (one spin per turn). If the "pond" contains a fish that matches the color and number shown, the player collects that fish. At the end of the game, whoever has the most fish wins!

MORE WAYS TO PLAY

(1-2 players)

RAINBOW TROUT

(2 players) Spin the spinner, number the rod to catch a fish that matches the color or number shown. Collect only one fish of each color and number, thous. Try to complete a set in 10 spins of less than the spin of the the spin of

SCHOOL OF FISH

(2 players) Spin the spinner, then use the rod to catch one, two, three, four, or five fish to the rod to catch one. The first to collect five fish is match the winner! (1 player) Try to complete a fishy number line from 1 to 5.

MACKERAL MATH

(2 players) Spin the spinner, then use the rod to collect one or more fish that add up to the number shown. On your next turn, add fish equaling the new number shown. On your next turn, and fish than 10 is the winner! (I player) Alternate adding and subtracting your spins until you get back to zero.

HELPFUL HINTS:

For beginners, space the fish farther apart; for an added challenge, move closer togethen

For beginners, reel in to make the line shorter; for an added challenge, extend the line.

