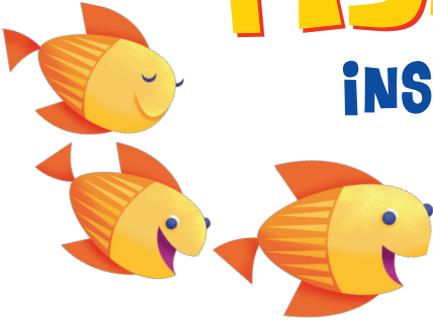


FISH STIX[®]

INSTRUCTIONS



LEARN TO PLAY!



1 MINUTE VIDEO

Ages 5+
2–4 players
Game Time:
20–30 minutes

Includes

- 72 fish sticks
- 4 scoreboards
- 24 fish tokens

Object

To be the first player to score 10 points for each of the 6 different types of fish.

Set Up

Give each player a scoreboard and 6 different fish tokens. Put the fish tokens in the START column on the scoreboard. Place 1 stick face up in the center of the table. This is the START STICK. Deal 3 fish sticks to each player. Put the remaining sticks face down to use as a draw pile. The youngest player goes first and play continues clockwise.

How to Play

On each turn a player adds 1 stick from her hand to the “board.” She plays only 1 stick and then scores her turn by moving the corresponding fish token(s) on her scoreboard. She draws 1 stick from the draw pile and her turn is over.

There is no top or bottom to the sticks, so sticks can be turned either way when they are added to the board.

Sticks can be placed anywhere on the board as long as 1 fish on the stick that is being played lines up with a fish on the board. Players are allowed to play a fish stick between sticks if there is space to do so. Players can never move a stick that is already part of the board or stack a stick on top of other sticks.

Players are allowed to play a stick that does not make any matches. For instance, if a player cannot match any fish from her sticks to fish on the board, or she does not need any more points for the fish in her hands, she can play a stick to block other players or in order to draw a new stick.

Scoring

Scoring is determined by the matches a player makes on a turn. A match is 2 or more fish of the same kind swimming in the same direction in an uninterrupted horizontal line. Players score 1 point for each consecutive fish in a line they add to, including the fish on the stick they just played. For each point, players move the corresponding fish token on their scoreboard 1 space.

Players try to score 10 points for each type of fish. Any points beyond 10 are not tracked on the scoreboard.



FISH STIX[®]

INSTRUCTIONS continued

Examples of Play

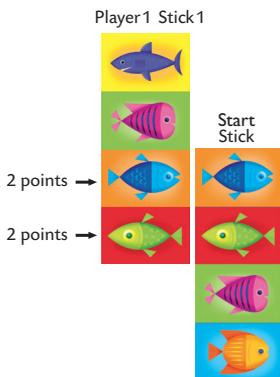
In **TURN 1**, Player 1 scores 2 points for the blue fish and 2 points for the green fish.

In **TURN 2**, Player 2 scores 3 points for the green fish. She does not score any points for the pink fish because the two pink fish are not swimming in the same direction.

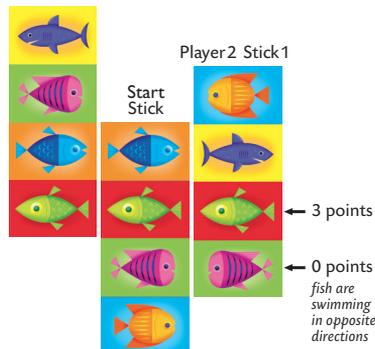
In **TURN 3**, Player 1 scores 2 points for the orange fish. He does not score any points for the blue fish because the rest of the blue fish line is not consecutive to his blue fish.

In **TURN 4**, Player 2 scores 2 points for the purple fish. Players are allowed to play a fish stick between sticks if there is space to do so.

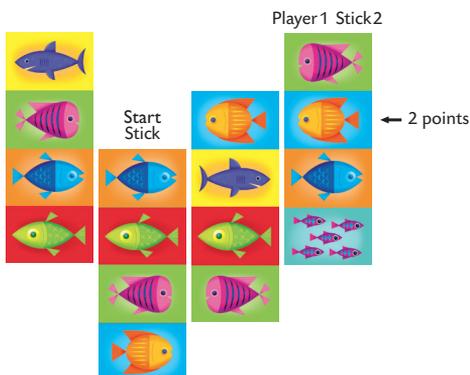
TURN 1



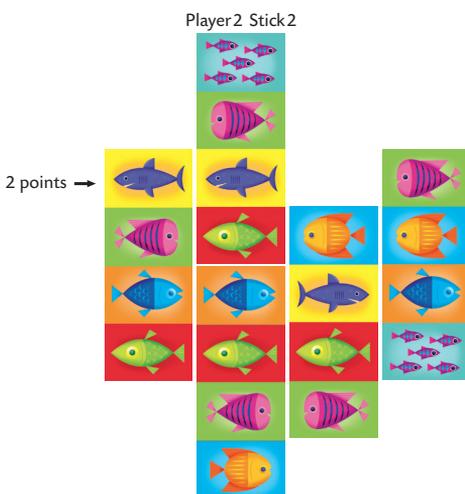
TURN 2



TURN 3



TURN 4



Game End

The game ends when a player scores 10 points for all 6 fish tokens. If the fish sticks run out before this happens, the winner is the player who has the highest score when all of her fish points are added together.

Lose a piece?

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WARNING:
CHOKING HAZARD — Small parts.
Not for children under 3 years.

