



Catch and Count

See how many fish you can catch in this fun counting game, but do take care... there's a shark out there!

Contents

- 30 bubble cards
- 4 jar boards
- 1 octopus spinner board
- 1 shell pointer
- 1 two-piece plastic pivot (separate plastic pivot and attach shell pointer to octopus spinner board)

Setting up the game

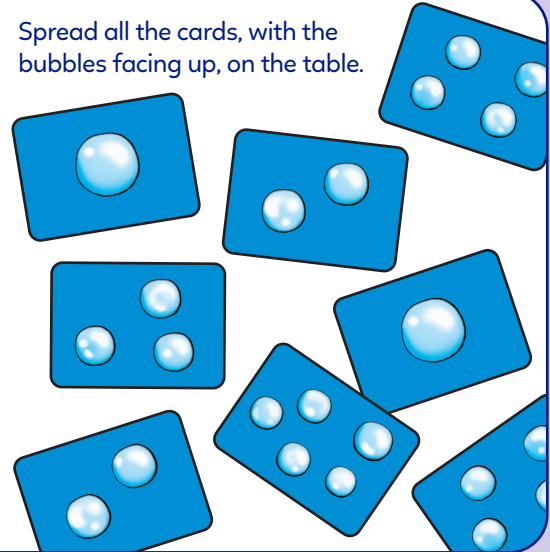
Each player chooses a jar board and places it in front of them.



Place the spinner within reach of all players.



Spread all the cards, with the bubbles facing up, on the table.



1 Spin the spinner

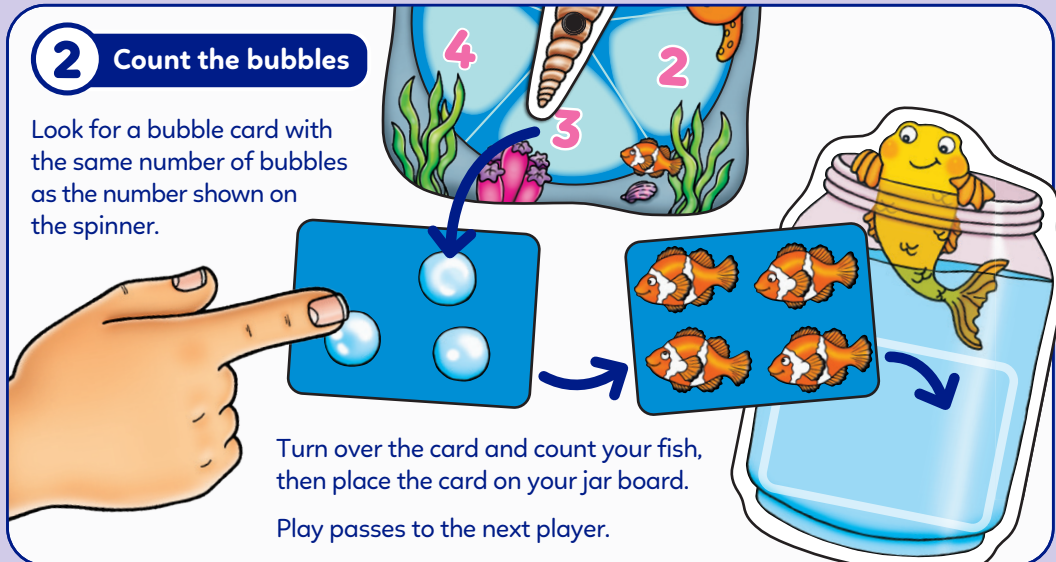
The youngest player starts.



Spin the spinner.

2 Count the bubbles

Look for a bubble card with the same number of bubbles as the number shown on the spinner.



Turn over the card and count your fish, then place the card on your jar board.

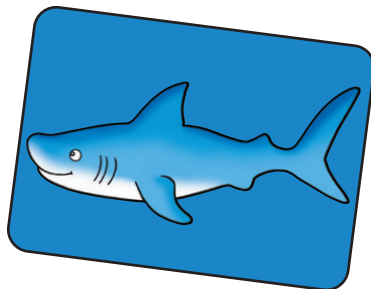
Play passes to the next player.

3 Watch out for the sharks!

If you pick up a shark card, the shark will eat all of your fish!

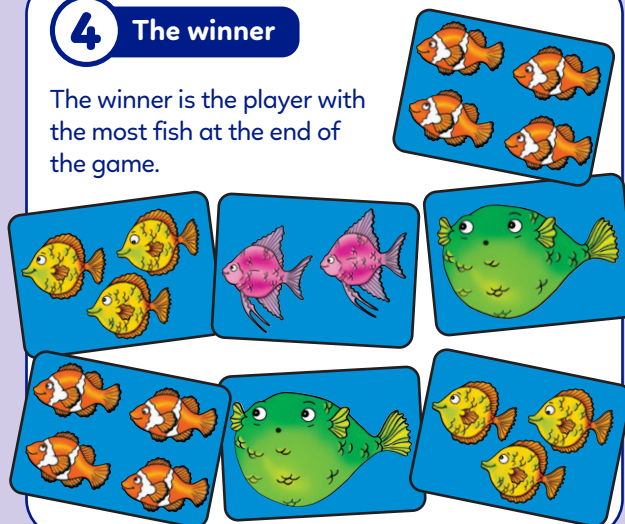
The shark, along with any fish on your board, are removed from play.

Play passes to the next player.



4 The winner

The winner is the player with the most fish at the end of the game.



If, towards the end of the game, you cannot find a card with the same amount of bubbles as the number shown on the spinner, play passes to the next player.

Play continues until all the cards have been taken.