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4+

2—4 players

15—30 min

Game rules

Fit the Fishes

After you finish playing, feel free to draw funny faces and patterns on the fish and turtles, as well as to color them in using colored pencils!

RED CAT GAMES

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YOUR LOGO

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In Fit the Fishes the players will be populating their aquariums with fish by tracing cardboard stencils and completing various objectives, like feeding the fish and providing them shelter. In the end, each player is left with a drawing that can be brought to life with colored pencils!

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COMPONENTS

- **1 wooden die**
- **6 pencils** (2 regular & 4 colored)
- **32 double-sided player sheets** (3 levels: easy, medium & hard)
- **1 cardboard aquarium frame** (with a round track for easy level on one side and a round track for medium & hard level on the other side)

- **12 condition tokens**
- **15 cardboard stencils**
  - 5 fish

Square   Triangular   Round   Oval   Chameleon

  - 10 conditions

Seaweed   Seashells   Fish food

Square   Triangular

Round   Oval

Square/Triangular   Round/Oval

Treasure chest

Turtle

Mirror

- **3 round markers** (choose 1 of the 3 round markers for the game)

AIM OF THE GAME

Fill your aquarium with fish and fulfill as many conditions as possible.

GAME SETUP

1. Each player takes an easy player sheet (marked green in the top left corner).
2. Take the fish and condition stencils pictured below. **Use only the outer frame of the stencils!**
3. Take the condition tokens pictured below, then shuffle them face down on the table.

EASY LEVEL

4. Place the pencils and the wooden die within reach of all players.
5. Place the cardboard aquarium frame so that the round track with 5 spaces is facing up. Take a round marker (one of the inner parts of the seashells stencil) and place it on the first space of the round track.

PLAYING THE GAME

The last player to see a live fish becomes the **first player**. The players **take turns** one at a time **in the clockwise order**. The first player **rolls the die**, and then **performs an action** depending on the result:

Round fish: The player **traces the round fish** on his player sheet using the **round fish stencil**.

Oval fish: The player **traces the oval fish** on his player sheet using the **oval fish stencil**.

Square fish: The player **traces the square fish** on his player sheet using the **square fish stencil**.

Triangular fish: The player **traces the triangular fish** on his player sheet using the triangular fish stencil.

Condition: The player **takes 2 tokens, selects one of them** and then **traces the chosen condition** on his player sheet using the corresponding stencil.

Joker: The player **traces any fish or condition** using the corresponding stencil.

Note: Use regular pencils to trace conditions and any colored pencils you like to trace fish.

Don't forget to return the stencils to the middle of the table! After choosing the condition, return both tokens face down to the middle of the table and shuffle them with the other condition tokens.

- **Fish cannot overlap** (neither fully, nor partially).
- **Conditions cannot overlap** (neither fully, nor partially).

- Fish and conditions can both be repeated.
- Both fish and conditions can touch.
- A margin of error of a few millimeters is allowed.
- Conditions don't necessarily have to score points as soon as they are traced: all points are scored at the end of the game.

After each round, the players move the round marker up a space on the round track.

CONDITIONS DESCRIPTION

When you choose the **round/oval seaweed condition** or **square/triangular seaweed condition**, trace the round/oval seaweed or square/triangular seaweed on your player sheet using the **corresponding stencil**:

- Seaweed must be placed strictly vertically and be adjacent to the bottom of the aquarium.
- Fish can overlap with seaweed.

When you choose the **round/oval/square/triangular fish food condition**, trace the round/oval/square/triangular fish food on your player sheet using the **corresponding stencil**:

- Fish food must be fully inside the fish.
- There can be multiple fish foods within one fish; however, they cannot overlap.

END OF THE GAME

Once the players reach the **"5" space** of the round track, they play one final round, and the game ends (each player should have **8 objects** traced on his player sheet, including the 3 starting conditions. The players then proceed to the **final scoring**.

FINAL SCORING

Fish: Gain 1 point for each fish.

Fish food: Gain 1 point for each fish food inside a fish of the corresponding shape *(i. e. round fish food must be inside round fish, square fish food must be inside square fish, etc.)*.

Seaweed: Gain 1 point for each fish that is at least partially overlapping with seaweed of the corresponding shape. *Round and oval fish hide in the round/oval seaweed, while square and triangular fish hide in the square/triangular seaweed.*

✗ All fish and conditions not traced according to the rules neither bring you any points, nor take any away.

The player with the most points wins the game. In case of a tie, the player with the most fish wins. If the tie persists, the player with the most fed fish wins. If the winner is still not determined, all tied players win.
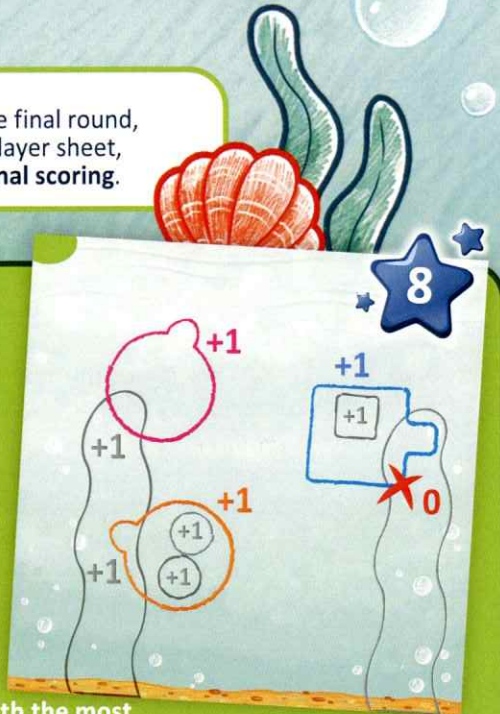
GAME SETUP

① Each player takes a medium player sheet (marked **orange** in the top left corner).

② Take the fish and condition stencils pictured below.

③ Take the condition tokens pictured below, then shuffle them face down on the table.

MEDIUM LEVEL

④ Place the pencils and the wooden die within reach of all players.

⑤ Place the cardboard aquarium frame so that the round track with 7 spaces is facing up and place a round marker (one of the inner parts of the seashells stencil) on the first space of the round track.

Note: Players can use both the outer frame and the inner part of the stencils, or continue using only the outer frame of the stencils for tracing.
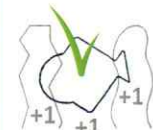

PLAYING THE GAME

The rules are the same as when playing with the **easy** level **with the additions described below.**

CONDITIONS DESCRIPTION

When you choose the **chameleon fish condition**, trace the chameleon fish on your player sheet using the **chameleon fish stencil:**

- The chameleon fish pretends to be a fish of the convenient shape (for example, it can hide in both types of seaweed).

- The chameleon fish can be fed with fish food of any shape.

When you choose the **seashells condition**, trace **any 2 seashells** from the stencil **without moving it.**

✗ Fish cannot overlap with seashells.

> You cannot use the inner parts of the seashells stencil for tracing.

Note: A set of 2 seashells counts as one object.

When you choose the **turtle condition**, trace the turtle on your player sheet using the **turtle stencil**.

✗ Fish cannot overlap with turtles.

END OF THE GAME

Once the players reach the **"7" space** of the round track, they play one final round, and the game ends (each player should have **10 objects** traced on his player sheet, including the 3 starting conditions. The players then proceed to the **final scoring**.

FINAL SCORING

Scoring and winning the game is the same as when playing with the **easy** level with the following additions:

Turtle: Gain 1 point for each fish of a unique shape that is touching the turtle (4 points maximum). *For this purpose, the chameleon fish is considered as one of the 4 shapes.*

Seashells: Gain 1 point for each fish in a continuous chain of fish from one seashell to another. *The chain must start and end with 2 different seashells and must consist of only fish. Each fish in the chain must be touching either another fish in the chain or a seashell. If there is more than one chain, only the shortest chain is scored.*
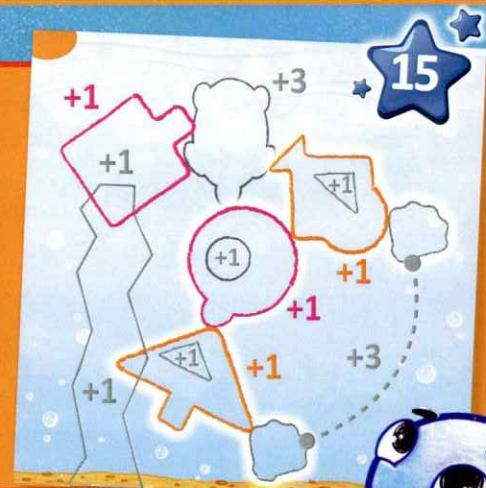
GAME SETUP

1. Each player takes a hard player sheet (marked **pink** in the top left corner).
2. Take all fish and condition stencils and spread them out in the middle of the table.
3. Take all condition tokens, then shuffle them face down on the table.

HARD LEVEL

4. Place the pencils and the wooden die within reach of all players.
5. Place the cardboard aquarium frame so that the round track with 7 spaces is facing up and place a round marker (one of the inner parts of the seashells stencil) on the first space of the round track.

Note: *Players can use both the outer frame and the inner part of the stencils, or continue using only the outer frame of the stencils for tracing.*

PLAYING THE GAME

The rules are the same as when playing with the **medium** level **with the additions described below.**

CONDITIONS DESCRIPTION

When you choose the **invisible fish condition**, trace the invisible fish with a **dotted line** using the **stencil for either the round, square, triangular or oval fish.**

The invisible fish can overlap with other fish, as well as with all conditions.

When you choose the **treasure chest condition**, trace the treasure chest on your player sheet using the **treasure chest stencil.**
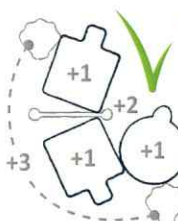
Fish cannot overlap with treasure chests.

When you choose the **mirror condition**, trace the mirror on your player sheet using the **mirror stencil.**

• Fish cannot overlap with mirrors.

• The mirror is considered to have no thickness, so it does not break up a continuous chain of fish (for the seashells condition).

+1
+2
+3 +1 +1

You cannot use the inner part of the mirror stencil for tracing.

END OF THE GAME

Once the players reach the **"7" space** of the round track, they play one final round, and the game ends (each player should have **10 objects** traced on his player sheet, including the 3 starting conditions. The players then proceed to the **final scoring**.

FINAL SCORING

Scoring and winning is the same as when playing with the **medium** level with the following additions:

Mirror: Gain 2 points if there are 2 symmetrically traced fish of the same shape on either side of the mirror. *The placement of the fish doesn't matter as long as they are a mirror image of each other and are both touching the mirror in the same spot (but on different sides).*

• **Chameleon fish** can be paired with a fish of any shape (including the invisible fish).

• An **invisible fish** can be paired with either a regular fish or another invisible fish of the same shape.

Treasure chest: Gain 3 points if at least 3 fish (of any shape) are touching the treasure chest.

Invisible fish: The invisible fish scores like a fish of the corresponding shape. *The invisible fish must be touching the treasure chest, the seashells, the turtle or the mirror following the regular rules in order to score points for these conditions.*

16
+1
+2 +1
+1
+1
+1 +1 +1
+3 +2
+1
+1
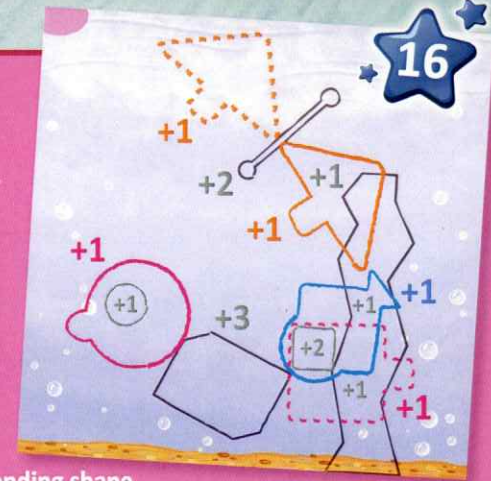
SETTING UP THE PLAYER SHEETS

You can create your own player sheets for future games. You will need any piece of paper you have at hand that is big enough (we recommend using scrap pieces of paper to reduce waste). Use the condition stencils and condition tokens specific to the desired level of difficulty.

• First, each player traces the aquarium frame **along the outer edge**.
• The first player **draws 2 condition tokens, selects one of them**, then **takes the corresponding stencil.** He returns both tokens face down to the center of the table and shuffles them with the other tokens.
• The player then **traces the chosen stencil on his player sheet**, and returns the stencil back to the center of the table.
• One by one, the players repeat this action (in the clockwise order).
• As soon as players have each traced a condition, they **pass their player sheets to the left**.
• The players continue tracing conditions and passing the player sheets until there are **3 conditions** traced on each player sheet.

Important:
• These 3 conditions cannot be repeated within one player sheet. If you cannot trace either of the two conditions, draw 2 more condition tokens.
• The mirror must be placed so that you can trace a fish on each side.

• Then the player sheets are **shuffled and randomly distributed** between the players.

YOU ARE READY TO PLAY!