

No Fish!

The back-to-front guessing game that will have you hooked!

You and your fellow fishermen are having a whale of a time on the high seas. The fish are literally jumping into your boats. So many fish are landing on deck that your boats are beginning to overload and capsize. The only way to tackle this fishy situation is to release all of the fish you've caught before you take a trip to Davy Jones' locker. The winner is the first fisherman to release all their fish. Good luck and let cod be with you!

No Fish! is suitable for 2 to 6 players aged 5 and up and takes about 15 minutes to play.

CASTING YOUR LINE (SETUP)

There are 54 fish cards, made up of 4 types of standard fish (with numbers 1 to 10) and 5 types of special fish (with yellow backgrounds).

4 Standard Fish sets
(Each set numbered 1 to 10)



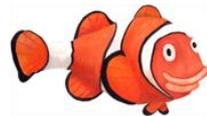
Goldfish



Dogfish



Rainbowfish



Clownfish

- 1. The player who most recently ate fish is the dealer. The dealer shuffles all of the cards together and deals 7 fish face down to each player. The leftover fish are placed face down to become the Fish Deck.**
- 2. Remove the top 4 fish from the Fish Deck and place them aside without revealing what they are.**
- 3. Players pick up their 7 fish and, without looking at their faces, hold them fanned in their hand so that everyone except them can see the faces.**
- 4. The player to the dealer's left starts and play continues clockwise.**

CATCHING AND RELEASING (PLAYING THE GAME)

- 1. Each turn, you must guess either a number (1 to 10) or special fish type.**
- 2. If you don't have that number/special fish in your hand, the other players call "No Fish!". You then draw a fish from the Fish Deck and add it to the fishes you are holding, without looking at its face.**
- 3. If you do have that number/special fish in your hand, the other players release all the matching fish by taking them from your hand and discarding them. You then either...**
 - a. Make another guess of a number (1 to 10) or special fish type. If you guess correctly the fish are released but, if you don't, you do not have to draw a fish. Regardless of whether or not you are correct your turn is now finished.**

OR

 - b. Take a special fish from another player's hand, use its special power and then discard the fish.**
- 4. It is then the turn of the player to your left.**
- 5. Once any player has no fish left in their hand, the game ends and they win!**

Special Fish

(2 Monkfish and 3 of each other type)



Starfish

Choose any one of the nine fish types. All fish of that type are released from every players' hand.



Flyingfish

Without looking at your fish, select one and release it. The matching number/special fish are then released from every players' hand.



Monkfish

Make another player skip their next turn.



Toadfish

Make another player draw 2 fish from the Fish Deck.



Lionfish

Look at 2 fish in your hand and then draw 1 fish from the Fish Deck.

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