

FISH STIX GAME

Instructions

Basic Game

Ages 6 - 12

2 - 4 players

Game Time: approximately 30 minutes

Includes

- 72 fish sticks
- 24 fish tokens
- 4 scoreboards

Object

To be the first player to move all 6 fish tokens from START to 10 on the scoreboard by matching fish.

Set Up

Each player gets a scoreboard and 1 each of the 6 different fish tokens. Put the fish tokens in the START column on the scoreboard. Place 1 fish stick face up in the center of the table. This is the "start stick." Each player draws 3 fish sticks. Place the remaining fish sticks face down in a pile where everyone can reach them. The youngest player goes first and play continues clockwise.

How to Play

To start, Player 1 matches fish from 1 of her sticks to the fish on the start stick. To make a match, the fish on Player 1's stick must be the same type and must be swimming in the same direction. Sticks can be turned either way, up or down, for best match position.

Players score 1 point for each fish in a horizontal line of fish that are the same type and are swimming in the same direction. For each point scored, move the appropriate fish token across the scoreboard 1 space. In Turn 1 above, Player 1 matched the orange fish and the blue fish so she moves her orange fish token 2 spaces and her blue fish token 2 spaces. Player 1 plays this 1 stick only and then draws 1 new stick. It is now the next player's turn. Player 2 matches 1 stick to any stick on the board, counts points, moves her fish tokens, draws one new stick, and so on. In counting points, count ALL fish in the horizontal line that match fish from the played stick. In Turn 2, Player 2 counts 2 points for the pink fish and 3 points for the orange fish. Each player plays only 1 stick and draws 1 new stick at the end of each turn.

Game End

The first player to move all 6 fish tokens to 10 on the scoreboard wins!

