



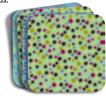
For ages 5 and over



2 to 4 players



Contents: 4 octopuses, 20 clip-on fish, 32 cards.









Aim: be the first to have a fish on all 5 tentacles.



Rules of the game:

Each player receives I octopus and 5 fish (the colours of the fish are not important for the game).

Shuffle the cards and place them face down in a pile in the middle of the table. The youngest player goes first and play continues clockwise.

The players take it in turns to pick the top card and say "glub, glub" as they place it face up next to the pile. During their go, players can continue turning cards over for as long as they want or until they lose a fish.



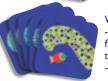
When a player turns over a pattern card:

- If the matching tentacle on the player's octopus is empty, the player wins a fish and puts it on that tentacle. The player can then play again or pass. If the player passes, the game continues with the next player.
- If there is a fish on the tentacle already, the player can play again or pass.



When a player turns over a pattern card that has big, staring eyes:

- If the matching tentacle on the player's octopus already has a fish, the player loses that fish and it is the next player's turn.
- If the tentacle is empty, the player can play again or pass.



When a player turns over a card that has a tentacle:

- If the matching tentacle on the player's octopus is empty, the player can take a fish from another player who does have a fish on the same tentacle. The game then continues with the next player.
- If there is a fish on the tentacle already, the player can play again or pass.



When a player turns over a card that has a staring octopus:

The player loses all his fish. The game continues with the next player, even if the current player did not have any fish to lose.

Each card is discarded after it has been turned over. When all the cards have been turned over, they are reshuffled and used again. The first player with a fish on all 5 tentacles wins the game.

