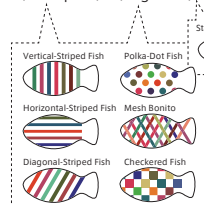


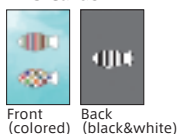
### ◆ Components

• 42 fish tiles

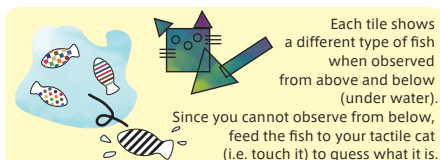
/6 types[front] \* 7 types[back]



• 15 cards



• 1 Fish Area card



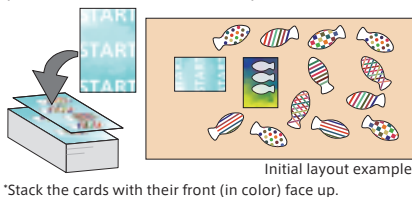
This is a game to use your sense of touch to find the fish matching those on the cards.

Game Flow :

1. Flip a card.
2. Touch fish.
3. Pit stop
4. Check the answers.

### ◆ Setup

1. Everyone touches the fish tiles to check how they feel. (Practice)
2. Place all fish tiles on the table with the front (color side) face up.
3. Place the Fish Area card in the center.
4. Stack the cards face up, shuffle them and place the START card on top.



\*Stack the cards with their front (in color) face up.

### ◆ How to Play

1. The person who has most recently eaten a "fluffy" food flips the START card and places it next to the deck.



Try to find the fish which matches the fish on the revealed cards both on front and back.



### ◆ How to Play (continued)

2. After flipping a card, everyone races to touch the fish tiles.



- Touch the fish on the back without seeing the back!
- Be careful not to let others see its back.
- You may touch the tiles freely by either or both hands. (There may be some special cards that instruct you how to touch the tiles.)

3. When you think you have found the matching fish, place it on the Fish Area card, in the slots in ascending order, 1 fish each, on a first-come-first-served basis.



4. After everyone has each placed a fish tile, check in ascending order if each placed tile matches the revealed cards on both front and back.

SCORING :

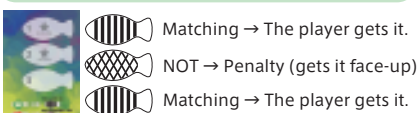
- Matching → The player who placed the tile gets it face down.
- Not matching → The player who placed the tile gets it face up.

→ When the number of face-up tiles you have reaches 3, return those 3 tiles together with 1 face-down tile (if you have it) to the play area.

The players receive points on a first-come-first-served basis. (In a 3-player game, the first 2 players who placed matching tile receive the point.)

### ◆ How to Play (continued)

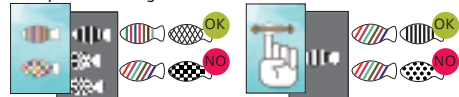
The Starry Fish is a special fish. It counts as "matching" any fish on the revealed cards. However, the last player to place a tile in the Fish Area cannot place the Starry Fish there, so try to find it before the others. (In a 3-player game, only the 1st & 2nd players can place it.)



The Starry Fish tile counts as "matching" the fish on the revealed card. You get penalty for incorrect guess regardless of the order to place the fish tile.

Take turns clockwise to flip a card and stack it on the previously flipped card and repeat steps 2-4.

Example of matching :



### ◆ End of the Game

The game ends when all the cards have been flipped. Whoever has the most face-down fish tiles wins! In case of a tie, among the tied players, the player with fewer face-up fish tiles wins. If that is also a tie, the player with fewer Starry Fish tiles wins!



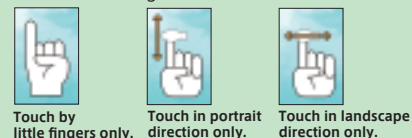
### ◆ Special Cards

□ Bonus Cards

Take any one of the tiles in the play area and give it to the player to your left. The player who receive the tile must guess the fish on the back by its feel. You get the scores in the same way as stated in "Scoring". (You get 1 pt for guessing correctly.)

□ How-to-Touch Cards

If one of the following cards are revealed, touch the tiles according to the How-to-Touch card's instruction during the current turn.



### Q&A

Q: Can I first touch and remember a fish's location and later choose it?

A: Yes, you can. I would like the players to enjoy such memory factors as well. For example, you can try to remember the location of a Starry Fish tile and choose and place it quickly the next time.

Q: I am not good at using my tactile sense.

A: If there is a gap in speed between the players, I recommend applying a handicap system, such as having the fast player wait for 5 seconds before they begin touching the tiles.

Q: Is there a case, whereby matching tiles are missing in the play area?

A: If all players agree that the matching tile is missing after touching the tiles, you may skip the current turn and flip the next card.