

Hey, kids! Would you like to join us for a very special competition? We are looking for the best underwater photographer. Who will be first to take the best pictures? Just pay attention! Because we will just be looking for particular shots.

What you need to do is find a fish of a particular color in the school of multicolored fish, and quickly catch it with your camera. So. Let's head straight to the underwater world!

Author: **Michael Kallauch**

Illustrated by **Rasa Joni** and **Gediminas Akelaitis**

For 2-4 players from 4 years of age.

Duration of the game: 15 minutes.

The set includes:

- 4 two-sided aquariums
- 4 puzzle fish of different colors
- 12 large fish puzzle pieces
- 36 small fish puzzle pieces
- 2 dice
- 8 cameras (4 large and 4 small)
- the rules



Game setup

Take the aquariums out of the box. Each aquarium is two-sided: one side is green (the easier one) and one side is blue (a challenge for advanced players). The players decide which side of the aquarium to use in the game together. Each player chooses one aquarium and places it in front of himself or herself.



Now, the players have another choice to make: playing with the smaller cameras is easier, while the larger ones make the game more difficult. The players place the chosen camera on their aquarium, and the puzzle fish (its head and tail) above the aquarium.

Sort the remaining puzzle fish pieces by size, and place them in the middle of the table, together with both dice.



Goal of the game

The goal of the game is to be the first to assemble the longest fish, which no longer fits into the aquarium.



How to play:

The oldest player starts the first round by rolling the dice.

The players play the game in separate rounds. Each round has the following stages:

1. Preparation
2. Taking photos
3. Evaluation



1. Preparation

All players place their aquariums in front of them and put their cameras anywhere inside the aquarium.



2. Taking photos

When all the players are ready, the starting player rolls both dice. The rolled-out color of the fish indicates what the players need to look for in their aquariums before taking their photos.



As soon as the dice are rolled, the players quickly move their cameras within the aquarium, trying to be the first to find the picture needed.



The players must follow these rules:

The cameras cannot be placed diagonally, meaning that a square-shaped photo must contain no more and no less than four aquarium squares.



The photo must show only water and fish. You cannot include the edges of the table or the aquarium in the photo.



The photo taken must show only those fish that have been rolled out by the player. No other fish must be seen in the picture.



The camera cannot be lifted or taken off the aquarium. As soon as the photographer finds the necessary picture, he/she immediately shouts out **"Click!"** and leaves his/her camera in the fixed position. Other players continue looking for the required rolled-out fish combination, and also shout out **"Click!"** upon finding it. Once all the players have found the required fish combination, the quality of the shots taken is assessed. If there are some wrong fish in a player's photo, the player must continue looking for the correct shot, and other players may help.

3. Evaluation

If it is concluded that all the players have taken correct pictures, the evaluation stage can be started. The player who was the first to take the right shot gets one large piece of the puzzle fish, and attaches it to his/her puzzle fish. All the other players receive small parts of the puzzle fish, and attach them to their own puzzle fish. If two players call out **"Click!"** at the same time, they both get one large puzzle fish piece each.

The player who rolled the dice passes the dice to the player on his left, who becomes the starting player.



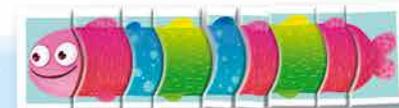
Example:

Martha, Paul and Luna took correct pictures during the photo shoot. Martha was slightly quicker than Paul and Luna, so she gets a large piece for her puzzle fish. Paul and Luna both get a small piece each.

End of the game:

The game ends when at least one player assembles a fish longer than the aquarium or when no large puzzle fish pieces are left on the table. The players place their fish one next to the other and compare **their length**. The player who has assembled the longest fish wins the game. If several fish are of the same length, several players share the win.

Martha



Paul



Luna



Example:

When the game ends, all three children place their puzzle fish side by side. Martha wins against Paul by a small difference. Luna takes third place.

Difficulty level:

To challenge children of different ages and inspire the competition, the difficulty can be adjusted to match the skills of the players:

- (1) The green-colored side of the aquarium is slightly easier to play than the blue one. This way, younger players can test their skills against advanced players.
- (2) Compared to the small square-lens camera, the large camera with a rectangular lens increases the difficulty of the game, as the camera can also be shifted to a vertical position. The camera must always encompass six aquarium squares.
- (3) If all players play the same side of the aquarium (green or blue), they have to pass their aquarium to the player on the left after each round.
- (4) Children who have already learned to count can also count the fins of their fish. The player whose fish has the biggest number of fins is the winner.

