

# Catch and Count Game

## Contents:

30 bubble cards, 4 jar boards, 1 3D octopus spinner.

## Setting up

- Assemble the 3D octopus spinner - see **Spinner Assembly Instructions**.  
**N.B.** Once assembled, the spinner can be stored in the box. It does not need to be dis-assembled.
- Each player chooses a jar board and places it in front of them.
- Spread all the bubble cards on the table with the bubbles facing upwards.

## Object

To catch and collect the most fish.

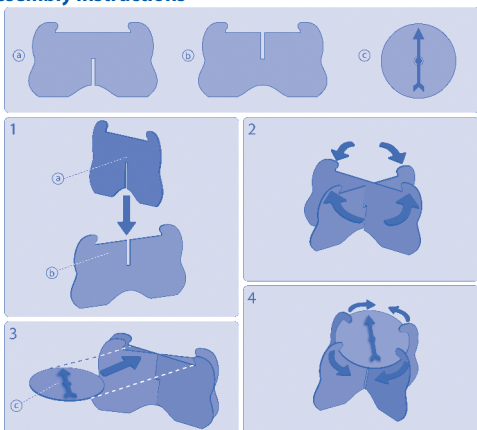
## To play

- The youngest player starts by spinning the spinner. They then choose a bubble card that has the same number of bubbles as the number shown on the spinner and look at the reverse.
- If it shows either 1, 2, 3 or 4 fish, the player may keep the card and place it in front of them on their jar board.
- If, however, the card shows a shark, then the shark will eat all of that player's fish and these cards along with the shark card are removed from play.
- Play then passes to the next player.
- If a player cannot find a card with the matching number of bubbles (to the number shown on the spinner), play passes to the next player.
- Play continues until all of the cards have been taken.

## The winner

At the end of the game, players count up how many fish they have collected. The winner is the player with the most fish in front of them.

## Spinner Assembly Instructions



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