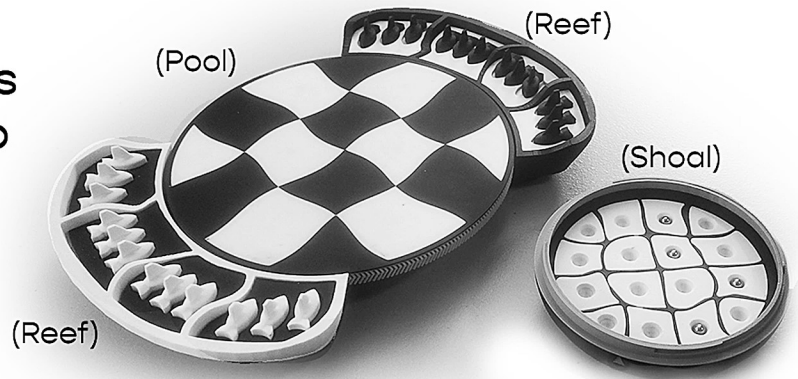


2 Players
1-30 Minutes
Ages 8 & up



Goal

There are two ways to win:

- When a player has four of their fish in the formation that matches the Shoal.
- When a player's opponent has only four fish in the game at the end of any turn.

Setup

Decide which player will play Black and which player will play White.

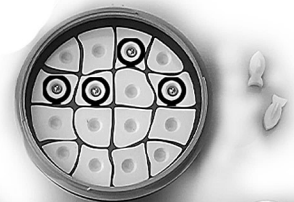
Players put their twelve fish on their respective Reefs.

Black covers, shakes and shifts the Shoal until the four balls settle into holes.

Black then removes the lid and decides how to orient the Shoal next to the board.



Opening the Shoal reveals the random formation for victory.



Play

Players take turns, starting with White.

A turn consists of performing **three** actions except, on the **first turn of the game**, White performs only **two actions**.

The three different types of actions that may be performed on a turn:

Swim, Pivot and Rotate.



In this example, Black wins with four fish in the same formation as the balls in the Shoal.

A Turn

There are three kinds of actions may be performed on a turn:

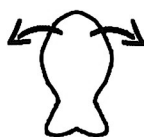
Swim

Move a fish of yours one space forward.



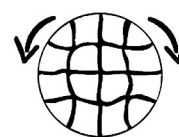
Pivot

Turn a fish of yours 90° to the right or left.



Rotate

Rotate the Pool 90° clockwise or counter clockwise



A turn consists of performing **three of the above actions**.

They may be different actions or the same action multiple times.

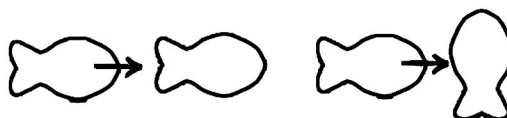
Swim may not be performed **more than once** by the **same fish** on the **same turn**.

Displacing and Blocking

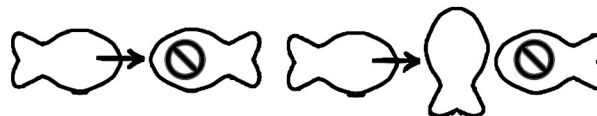
When a fish Swims into the space of any other fish, yours or your opponent's, that fish is displaced to the next space or off of the edge of the Pool.

Fish displaced off any edge of the Pool are removed from the game.

A fish may **only** be displaced when pushed on the tail or side.



Movement is blocked by the head of any fish, yours or your opponent's.



The End

1. At the end of a turn, if a player has four fish in the same formation as the one represented by the balls in the Shoal, that player wins.
2. At the end of a turn, if a player has only four fish on the board, that player's opponent wins.

* If these occur simultaneously, the player who met condition 1 wins.

For the setup of the next game, players switch colors they are playing.

www.exitgamesttg.com

Designed by Matt Hollensbe • **Fysh** ©2024 Exit Games TTG • Knoxville, TN 37917, USA

