If you have revealed a *ferocious* fish, your turn will end once you have put away the prey pile. Then your left neighbour takes his turn.

Note: *A ferocious fish always eats only the catch of the player who has just revealed this fish. You cannot pass on a ferocious fish to another player. If there is something left of your catch, the earliest you can reel in these fish is at the end of your next turn.*

Catching a prey pile:

If there are one or more prey piles lying next to the *water*, they can be caught.

If you reel in a *catch* that contains at least three fish of the same colour, you additionally obtain the complete prey pile of this colour; put it on top of your face-down scoring pile.

Prey pile

Example: *You reel in a catch with 3 yellow fish. In addition to your catch, you receive the complete yellow prey pile.*

Water with fish cards

Scoring pile

Catch

Note: *Of course, it is also possible to catch the prey piles in several colours at once, provided you have at least three fish in each of these colours in your catch. Only the colour matters! It is irrelevant whether the pertinent fish are big or small, and the fish don't have to be in consecutive order.*

END OF THE GAME

Once all fish cards with normal backs have been used up, the final phase of the game begins. Play proceeds as usual, but with the difference that now the cards with fish bones on their back are revealed. At this stage, the game ends immediately as soon as somebody reveals a *ferocious* fish!

SCORING

Everybody counts the fish cards in his scoring pile. The player with the most cards wins. Fish that are still lying face up in front of a player are not included in the count. If there is no clear winner because several players have the same number of cards, the tied player with the most *ferocious* fish wins. If there is still a tie, there are several winners – and it's best to play another game right away.

Note: *Instead of counting the cards, it is often easier to put the players' scoring piles next to one another and check who has the highest pile.*

SHARK ALARM VARIANT

For the game with the sharks, shuffle the four shark cards during the set-up along with the other cards. The shark cards are considered normal fish cards – with the following special consideration:

If you reveal a shark, it eats your entire *catch*. Form a prey pile of its own for the sharks.

To catch the prey pile of the sharks, you need to reel in a *catch* with four or more fish in the same colour (no matter which colour). Of course, you additionally obtain the prey pile of the respective colour, if one exists.

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www.abacusspiele.de

KAI PIRANJA

A splashy game of luck for 3 – 6 fishers, 6 years and up

Kai Piranja and his friends are happily swimming their laps. Soon they form a colourful school of many fish in different sizes. You try to catch as many fish as possible. But be careful: Bring your catch to safety in good time before a ferocious fish swims by!
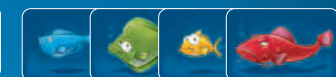
GAME MATERIALS

160 fish cards
    140 cards with normal backs
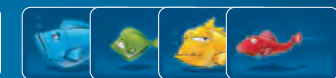
Front: 35 fish in each of 4 colours
(28 *friendly* and 7 *ferocious* fish per colour)

20 cards with fish bone backs

Front: 5 fish in each of 4 colours
(4 *friendly* and 1 *ferocious* fish per colour)

4 shark cards with normal backs

Front: shark

Note: *Use the shark cards only when you play the 'Shark Alarm' variant (see at the end of the game instructions).*

SET-UP OF THE GAME

Put the 160 fish cards, with the backs facing up, on the table, and shuffle all of them together thoroughly. Then just leave the cards scattered in the middle of the table; this constitutes the *water*.

Water with fish cards

Important: If you are only three or four players, put about a third of the cards face down back into the box. But make sure that you don't remove any cards with fish bones on their back!

The hungriest player begins.

COURSE OF THE GAME

Play proceeds clockwise. On your turn, you **must** reveal one fish card in the *water*.

Important: Cards with fish bones on their back may be revealed only when there are no cards with a normal back left.

The front of each fish card shows one fish in one of the four colours (blue, green, yellow, red). There are small *friendly* fish, big *friendly* fish and *ferocious* fish in each colour.
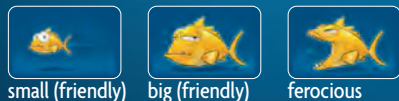
small (friendly)   big (friendly)   ferocious

YOU HAVE REVEALED A *FRIENDLY* FISH:

If you don't have any fish yet in front of you, you place the fish face up in front of you.

If you already have one or more fish in front of you, you place the new fish 'head to tail' to the right of your last fish. However, you may place it only if both fish share at least one characteristic:

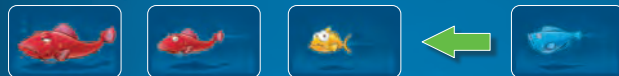• Both fish have the same colour **or**

• Both fish have the same size.

Of course, the two fish may also match in both characteristics.

So, over the course of the game, you build up a line of fish that constitutes your *catch*.
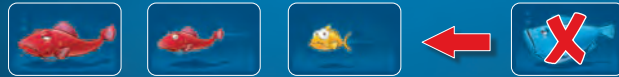
Example:

You may add the big yellow fish since it is of the same colour.

You may add the small blue fish since it is of the same size.

You may not add the big blue fish since it has neither the same colour nor the same size.

If you may not add the new fish, you have to pass it on to the player sitting to your left. If the fish is suitable for him, he adds it to his *catch*; otherwise, he also has to pass it on. The fish is passed on until one player is able to place it in front of him. If the fish doesn't suit any of the players, it is removed from the game and put back in the box.

If you have revealed a *friendly* fish, you keep going, no matter whether you had to pass it on or not. You can now decide whether you:

• reveal another fish card **or**

• end your turn voluntarily without reeling in your *catch*, **or**

• reel in your *catch* and end your turn voluntarily.

Reeling in your *catch*:

If you are going to end your turn voluntarily, you can first reel in your *catch*. To do so, discard all fish cards from your *catch* by creating or adding to a face-down scoring pile next to you. These cards are now safe and can no longer be eaten away.

YOU HAVE REVEALED A *FEROCIOUS* FISH:

If you reveal a *ferocious* fish, it wants to eat up your *catch*.

The fish starts from the very right, eating one fish after another in order. If it comes upon a fish in its own colour, it spares this fish and immediately stops eating. The other fish of the same colour and all the fish lying left of it are not eaten. If the *ferocious* fish doesn't come upon any fish in its colour, it eats up the entire *catch*.
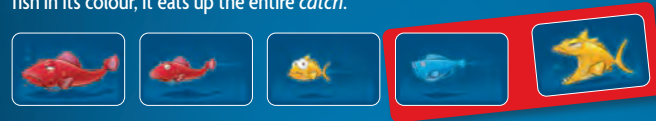
Put the eaten-up fish as prey under the *ferocious* fish. This prey pile, with the *ferocious* fish on the top, is placed next to the *water*. The prey pile can consist of only one card – the *ferocious* fish itself – if the *ferocious* fish did not eat anything because the first fish it encountered was another fish of the same colour.

Prey piles of *ferocious* fish in different colours are kept separately. Prey piles of fish in the same colour are put on top of one another. So there can be a maximum of four different prey piles.