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GAELLE PICARD**

Introduction

Hey there, Little Anglers! Pick up your lucky fishing lines and head for the pond!

Throw yourselves into a crazy game of fishing!

The first player to carry out the 5 Fishing Objectives wins the game and becomes the Champion of the Pond!

CONTENTS

- 1 Pond Board
- 4 fishing lines
- 4 fish (1 blue, 1 orange, 1 green, 1 purple)
- 4 boots (1 blue, 1 orange, 1 green, 1 purple)
- 4 frogs (1 blue, 1 orange, 1 green, 1 purple)
- 1 yellow duck
- 32 Fishing Cards

Objective

Jump into a crazy game of fishing!

To be a good fisherman, you have to catch the right items as fast as possible with your fishing line.

The first player who carries out 5 Fishing Objectives wins the game and becomes Champion of the Pond!

Set-Up

- 1— Place the box in the middle of the table.
This will be the pond.
- 2— Place all the items in the pond: fish, frogs, boots and the duck.
- 3— Shuffle the Fishing Cards to form a pile, face down, next to the pond.
- 4— Have everyone pick their fishing line.
- 5— You're ready to start fishing.



HOW TO USE THE FISHING LINES



- Pick up the fishing line by the handle only.
- Catch items using the ring at the end of the line.
- Pull the items towards you to get them out of the pond.
- Watch out: you cannot use your fingers or the fishing line to touch items in the pond, only the ring.



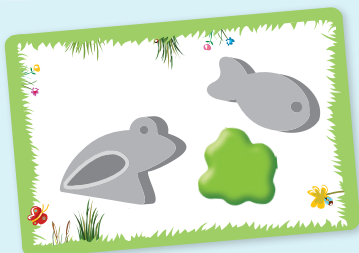
How to Play

The youngest player flips over the first Fishing Card and places it, face up, next to the pile. They then announce that the fishing can begin:

Splash!

Players must try to catch the most tokens possible while following the rules on the card. There are 3 kinds of card, each with specific rules:

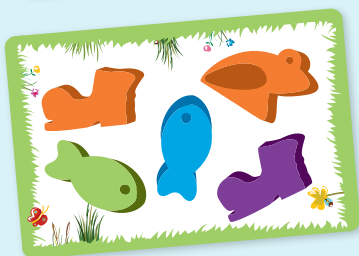
- Fish for the items with the colour **OR** shape shown on the card,
- Don't fish for the items with the colour **OR** shape shown on the card,
- Fish for the items with the colour **AND** shape shown on the card.



Example 1: You can catch all the frogs and fish and all the green items.



Example 2: You can catch all the items except the boots and the orange items.



Example 3: You can catch the orange and purple boots, the blue and green fish and the orange frog.

When the duck is caught, the round ends and the winner of any draw can be decided.

YOU CANNOT:

- fish for the duck unless you've already caught at least 1 other item.
- prevent other players from fishing.

Players then check their catch:

- If a player has caught one or more items that do not correspond to those on the card, that player cannot win.
- The player who has caught the most items (not counting the duck) wins the card for the round.
- In the case of a draw between players who have the most items (not counting the duck), the player who has caught the duck must decide **which of the players in the draw** wins the card.

Players then put all the items they caught back into the pond.

A new round can start. The player who caught the duck flips over a new Fishing card.

End of the game

The game ends once a player has won 5 cards. This player wins the game..