

# GULPIN' GUPPIES GAME



## Contents:

- Game Board
- 16 Fish (4 sets of 4)
- Wave with 2 Plastic Stands
- Spinner
- Instructions

## Setup:

- Attach the two plastic stands to the bottom edges of the Wave so that the Wave is in a standing position. (see package art)
- Place the Wave in front of the FINISH line, where it says "**WAVE STARTS HERE.**"
- Each player chooses a set of four same-colored Fish.

## Object of the Game:

The first player to move all four of his/her Fish across the **FINISH** line wins.

## How to Play:

1. Each player places all four of his/her Fish at **START**.
2. The youngest player goes first, then play passes to the left. Players alternate turns.
3. On his/her turn, a player spins the Spinner and moves any one of his/her Fish the number of spaces shown on the Spinner.
4. Any number of Fish can be on the same space at one time.

## Gobbling:

Bigger Fish Gobble Smaller Fish

1. If your move ends on a space where one or more smaller Fish have already landed, choose one of those smaller Fish to gobble, by covering it with your larger Fish.
2. Do not gobble any Fish that are your own color. However, it is possible that a smaller Fish you are gobbling has earlier gobbled an even **SMALLER** Fish of your own color underneath it, in which case all those Fish are gobbled by your bigger Fish!
3. When you gobble a smaller Fish, your larger Fish has to be able to gobble any/all of the smaller Fish that might have been gobbled earlier by that smaller Fish.
4. A Fish cannot gobble same size, or bigger Fish than itself. A Fish can never have two-of-the-same-size smaller Fish underneath it.
5. A Fish that has gobbled other Fish moves them all together on later moves.
6. If a **SMALLER** Fish lands on a space where a **BIGGER** Fish is, the **BIGGER** Fish does not get gobbled.
7. If, during the game, **NONE** of your Fish are visible on the game board (some of your Fish might already be at **FINISH** and some might be gobbled underneath another player's larger Fish), you miss your turn, and don't move again until one of your gobbled Fish are freed, later in the game. Fish that get freed when a larger Fish enters **FINISH** are returned to **START**, where they begin their journey, again, across the game board.



*Sometimes it's possible that only one player can move, because all the other players' Fish yet to cross the Finish Line are underneath his Fish. He continues spinning until he either wins, or until he frees some of the smaller Fish he's gobbled, either when he gets his bigger Fish to Finish, or when his bigger Fish jumps over the Wave during the game.*

## The Wave:

The Wave moves in only one direction on the game board, from its space near **FINISH**, in the direction towards **START**. When the Wave eventually reaches **START**, any Fish that have been pushed back (to **START**) begin their journey again along the game board, towards **FINISH**.

1. When a player's spin points to the Wave, **INSTEAD** of moving any one of his Fish on that turn, that player slides the Wave Token to the next Wave space game board. It is then the next player's turn.
2. As the Wave is moved, if there are any Fish in the way, they are pushed backwards towards **START**. Several Fish may now end up on the same space! No one gets gobbled by having a larger Fish being pushed, by the Wave, onto the smaller Fish's space.
3. When a player is moving one of their Fish and the Wave is in front of them, that Fish may **JUMP OVER** the Wave to take its move, but that Fish **MUST** leave any of the Fish (it might have gobbled earlier) on the space in front of the Wave. Those smaller Fish are now free to move on their own on later turns.

## WINNING:

1. When a Fish crosses the **FINISH LINE**, any other Fish that might be underneath it get set free and are placed back at **START**. They're now back in the game.

**WEIRD/LUCKY** – If a player gets to the **FINISH** and frees the Fish they gobbled along the way, **IF** they happened to have gobbled some other player's Fish that had earlier gobbled one of their **OWN** Fish, their **OWN** freed Fish is also across the **FINISH LINE!**

**EXAMPLE:** A big RED Fish gets to Finish, and underneath that big RED Fish is a medium sized BLUE Fish who happened to have earlier gobbled a small RED Fish. Both RED Fish remain at the Finish. The medium sized BLUE Fish goes back to Start.

The first player to move all four of his/her Fish across the **FINISH LINE**, is the **WINNER**. A player does not need to spin an exact count to move a Fish across the **FINISH LINE**.

## QUICKER WAY TO PLAY THE GAME – to get the youngest ones started:

Players play all four of their Fish, but to win you only have to get 3 of your 4 Fish into **FINISH**.

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**WARNING:**  
CHOKING HAZARD – Small parts.  
Not for children under 3 years.