

CATCH & COUNT FISHING GAME

AGES
3+

Let's Go Fishing!

Includes:

2 MAGNETIC RODS & REELS

10 MAGNETIC FISH

SPINNER • STORAGE BAG

Includes
games for
1-2
players!



SETUP

Spread out the blue mesh bag in the middle of the play space to serve as the fishing pond. Then spread out all the fish, face-up, in the middle of the pond.

To Use the Fishing Rod: Hold the handle and dangle the magnetic "hook" over the fish. Then turn the reel to lower and raise the fishing line and catch a fish!

To Use the Spinner: The worm's head points to the number and color you will try to catch. If you spin an empty hook, your turn ends without fishing.

BASIC GAME

(2 players) Take turns spinning the spinner (one spin per turn). If the "pond" contains a fish that matches the color and number shown, the player collects that fish. At the end of the game, whoever has the most fish wins!

MORE WAYS TO PLAY

(1-2 players)

RAINBOW TROUT

(2 players) Spin the spinner, then use the rod to catch a fish that matches the color and number shown. Collect only one fish of each color and number. Whoever completes a set first is the winner! (1 player) Try to complete a set in 10 spins or less.

SCHOOL OF FISH

(2 players) Spin the spinner, then use the rod to catch one, two, three, four, or five fish to match the number shown. The first to collect five fish is the winner! (1 player) Try to complete a fishy number line from 1 to 5.

MACKEREL MATH

(2 players) Spin the spinner, then use the rod to collect one or more fish that add up to the number shown. On your next turn, add fish equaling the new number shown. The first to collect a sum greater than 10 is the winner! (1 player) Alternate adding and subtracting your spins until you get back to zero.



HELPFUL HINTS:

For beginners, space the fish farther apart; for an added challenge, move closer together.

For beginners, reel in to make the line shorter; for an added challenge, extend the line.