



Spark Shark Fish Hunt

PLAY INSTRUCTIONS

Toss the six colorful sinkers into the pool, then use your Spark Shark net to gobble them up!

SPARK SHARK FISH HUNT (1–2 players)

1. The players wait in the water, hanging onto the edge of the pool, and each holding a shark net. Meanwhile, a “shark-feeder” (a grown-up or another friend) holds the fish above the water.
2. On the count of three, the shark-feeder tosses all the fish into the water. The players race to catch as many as they can in the Spark Shark nets before the fish reach the bottom!
3. Count your fish to declare a winner or to set a new personal record.

COLOR CODE (1–2 players)

Prepare to play “Fish Hunt” as usual, BUT: After the shark-feeder tosses the fish, wait and listen for the color sequence he/she calls. You’ll need to collect the fish in the correct order and bring them back, one by one, to the shark-feeder to win the game. If you get the pattern wrong, you’ll have to toss back your fish and start over!

SPARK SHARK’S BIG RACE (2 players)

1. Set up the fish so there are three piles around the edge of the pool, with one yellow fish and one orange fish in each pile. The players each get a shark net, which they will use to collect fish as they swim around the racecourse.
2. On the count of three, the players swim around the pool from pile to pile, one player collecting all the orange fish and one collecting all the yellow fish, and placing the fish into their shark nets. The first one to get to the finish line with all three of his/her fish wins!

SHARK-O POLO (2–7 players)

1. One player holds a shark net while up to six other players hold one or two fish each. (Everyone should be in the pool.)
2. The shark player closes his or her eyes and counts to 10 while the other players move around the pool. Then the shark player calls out “Shark-O!” The other players call back, “Polo!”—then quickly drop their fish into the water and swim to the stairs.
3. As soon as the other players say “Polo,” the shark player can open his/her eyes and try to catch all the fish in the net.
4. To keep score, have a grown-up count time while each shark takes a turn collecting the fish. Whoever can get all the fish fastest wins!

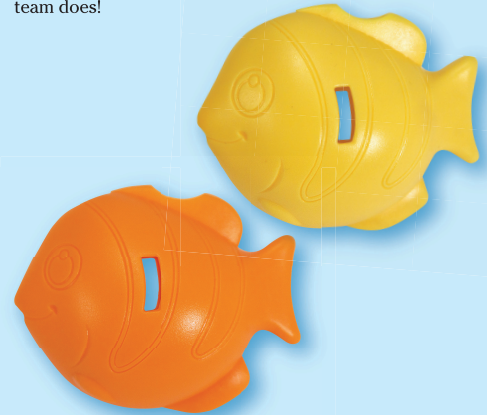
CHALLENGER SHARK (2–7 players)

Try “Shark-O Polo” with a second shark! Begin according to the regular Shark-O Polo rules, BUT: Whoever gets to the stairs first (after calling “Polo”) becomes the Challenger Shark—and gets to use the second shark net to catch fish and win points.

FISH OUT OF WATER (pool-free playtime)

FEEDING FRENZY (2–6 players)

Divide the players into two teams and find an open play space where there’s room to run. At each end of the play space, lay down one shark net and spread out half the fish. The goal is to finish feeding your shark—by retrieving all three fish, one at a time, from the other end of the play space and putting them into your shark’s mouth—before the other team does!



Have a
question
or need help?
Give us a call!
1-800-284-3948

Item #6664

We care about your comments. Please call us!

Melissa & Doug
1-800-284-3948
www.MelissaAndDoug.com

Melissa & Doug products meet or exceed U.S. testing standards and pass our high quality requirements.

© Melissa & Doug, LLC, P.O. Box 590, Westport, CT 06881

MADE IN CHINA