



HEY! THAT'S MY FISH!

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A FAST-PACED GAME BY ALVYDAS JAKELIUNAS AND GÜNTER CORNETT



HEY! THAT'S MY FISH!™

Here's a game for 2 – 4 players by
Alvydas Jakeliunas & Günter Cornett.

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1.0 INTRODUCTION

At the pole your Penguins are jumping from ice floe to ice floe hunting fish. They're also trying to block other Penguins and secure the best fishing grounds for themselves. The Penguin colony that catches the most fish by the end of the game wins.

2.0 COMPONENTS

Each copy of *Hey! That's My Fish!* contains:

- 60 hexagons (ice floes)
- 16 Penguins (4 per color)
- 1 rules booklet

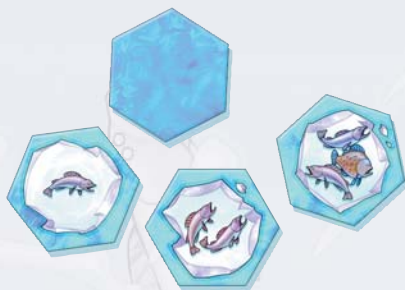
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USA
custserv@mayfairgames.com
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2.1 The Hexagons

Hey! That's My Fish! contains 60 hexagon tiles. The back side of each hexagon depicts empty water, the front side an ice floe bearing either 1, 2, or 3 fish.



2.2 The Penguins

Your plucky colony of Penguins will hop from ice floe to ice floe, trying to catch as many fish as they can.

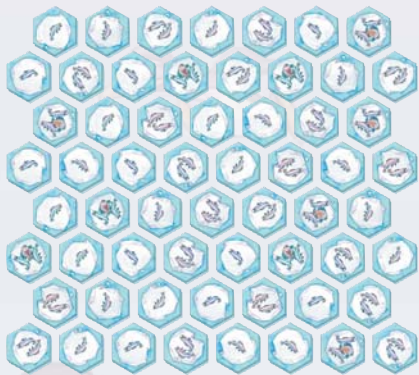


3.0 STARTING PLAY

Shuffle all 60 hexagon tiles while face-down. Then, flip them face-up. Arrange them in the rough shape of a square. Leave some space between each tile. Now arrange them in rows.

First, place a row of 8 ice floes in the middle of the table. Then place 3 rows of tiles above the starting row, using 7, then 8, then 7 tiles respectively. Lastly, place 4 additional rows below the starting row (using 7, then

8, then 7, and finally 8 tiles). You should have 8 rows total. The board should now look something like this:



The exact shape of the playing area is not important. You can off-set rows by a floe or two. You should try to evenly distribute both the 3- fish ice floes and the 2-fish ice floes.

Select a color of Penguins. This is your colony. Depending on the number of players, take 2-4 Penguins.

- 2 players : 4 Penguins each
- 3 players : 3 Penguins each
- 4 players : 2 Penguins each

The youngest player now places one of his Penguins on any one vacant ice floe that contains one fish. The other players do the same in clockwise order, until all their Penguins are placed on vacant 1-fish ice floes.

4.0 GENERAL COURSE OF PLAY

The hunt starts as soon as all Penguins are put on ice floes!

Hey! That's My Fish! is played in game turns. The youngest player begins. Then the other players continue in clockwise order until a winner is determined.

Your turn consists of: (1) moving any one of your Penguins, and (2) picking up the ice floe where your Penguin started his movement.

Your Penguin may move as far as he wants in a straight line in any direction you choose—as long as he only moves across vacant ice floes (not occupied by other penguins).



However, he cannot change direction during his move.



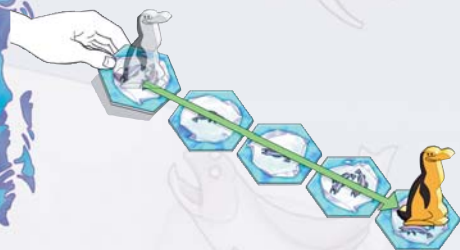
A Penguin cannot change his direction during his move!

A Penguins may not enter or jump over an ice flow bearing another Penguin (even if he's your own). And he cannot land on or skip empty spaces. He must stop before reaching an occupied floe or empty space.

The Penguin has to stop on the ice floe in front of the other Penguin.



After a Penguin moves, take the ice floe upon which he started and place the captured piece face-up in front of you. (It's now part of your catch!)



Ice floes that cannot be reached by any Penguin are taken out of play.

5.0 WINNING THE GAME

If you cannot move any of your Penguins at the start of your turn, your colony has finished fishing and eating. You must retire from the game. Pick up all your Penguins plus the ice floes upon which they are located.

The other players continue playing until, one by one, they too are forced to retire from the game.

If you are the only player that can still move, you can keep moving your Penguins as long as possible.

Finally, once all the players have retired, the game ends. Everyone then counts their catch—the fish on the ice floes in front of them. The player with most fish wins the game!

If 2 or more players are tied, the tied player with the most ice floes is the winner. If there is still a tie, the game ends in a draw.

The story behind

HEY! THAT'S MY FISH!™

Born in 1961 in Lithuania, Alvydas Jakeliunas studied physics and currently works as an independent designer. He got his idea to do *Hey! That's My Fish!* when he was thinking about artificial intelligence.

Via the internet Alvydas got in contact with Günter Cornett, owner of the Bambus Spieleverlag. Bambus published *Hey! That's My Fish!* in October 2003 under the title of *Pingvinas* (Lithuanian for penguin). Their modest print run instantly sold out.

CREDITS

Authors : Alvydas Jakeliunas and Günter Cornett

Production : Ulrich Blennemann, Michael Bruinsma

US edition

Graphics & Layout : François Bruel

Editing: Pete Fenlon, S. Coleman Charlton, William Niebling, Alex Yeager

Production : Pete Fenlon

Many thanks to all playtesters.

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