

Finger Fish – a no-dice board game

The Idea...

Finger Fish boardgame is played just as a traditional board game, but without dice. Help the Fish to swim to the home Coral Reef safely. The route goes around the playing area and through the mid waterway to Home Coral Reef. Each Player has four Fish, which can move simultaneously or one by one depending on the strategy chosen by the Player.

The first Player to get all four Fish home is the winner.

HOW TO PLAY

To Begin...

Roll open Lite Lion Games family friendly rollable Finger Fish -gaming mat. The Players choose own from four available colours. Each Player gets four Fish of the chosen colour and places them to the Start. The beginner can be chosen randomly, with a coin draw and etc. In according, the other players have one extra turn in the end of the game, if the beginner finishes the first. So, the game can end as a drawn match.

The Turns...

The Players move the pawns according to the numbers on the gaming area.

For each turn a random number should be drawn in between numbers 0-4. The best way is to use fingers. The number of the space to move to is indicated by amount counted on fingers of both players once shown. (The hand can be hidden behind the back or under the table and when released, the amount can be counted on fingers as shown). The gross number is the spot to go to. If both Players show same number, the pawn can be moved one more space ahead. If both Players show zero, the pawn can be moved to any space of own choice between 1-8 which is the first on the route.



One Fish in the Space

If the indicated Space is busy, ... If there is own colour Fish in the Space, the Players has to move any other own pawn. If it is not possible, no action occurs.

The Dolphin Space

There are helpful Dolphins, which protect Fish on the route. If a Fish is in Dolphin space, other Player's Fish cannot enter the same space. So, the incoming Player has to move some other Fish. If it is not possible, no action occurs.

Arriving to the Home Coral Reef

When arriving to the Finish lane, the Fish can get to the Home Coral Reef only with numbers 2, 5 and 7.

The Winner

The game is over when all the Fish are safe at the Home Coral Reef. The winner is the Player, who gets all their Fish to the Home Coral Reef first. The game can also finish as a drawn match, if the first Player to arrive to finish is the one who has begun the game, and the other Player finishes at the following turn.

Duration of the Game

Duration of this game depends on the amount of players, approx 20-40 min. 2-4 players.

Gaming Set

Lite Lion Games rollable Finger Fish - gaming mat 50x50 cm

4x4 pcs coloured fish pawns

Instruction

Caring Instructions

- ✓ Always keep the gaming mat rolled the pictured side faced outside in the original tube.
- ✓ The mat stands light cleaning with wet cloth or paper.
- ✓ Do not rub or use strong detergents.
- ✓ Let the mat dry before rolling it up for storage.
- ✓ The gaming set contains small parts, which may be dangerous for children less than 3 years old.

Age preference: 4+ supervised; 5+ independently

Game Classification: Leisure, Early Learning - Maths