

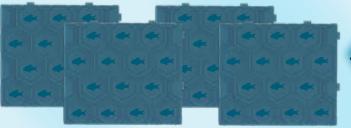
The ice is breaking up! Grab all the fish you can before they slip away. If you don't, another penguin will. It's every penguin family for itself.

Your penguins must race across the rapidly dwindling ice floe to collect the juiciest fish and block off their rivals. But your penguins better stay alert! If a penguin gets stuck on an ice floe, he's done.

Seemingly simple, your goal will be thwarted by devious penguins and an ever-shrinking game board. What strategy will you construct to bypass the competition?

# COMPONENTS

### 4 Ocean Boards



## 16 Penguins (4 per color)









Each player controls 1–4 penguin figures and uses them to collect fish.

#### 60 Ice floe tiles

30 One-fish tiles



10 Three-fish tiles



20 Two-fish tiles



Face-down tiles

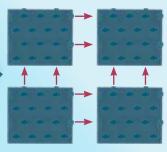


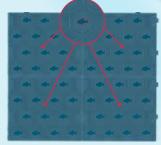
These 60 hexagonal tiles each depict an ice floe with 1–3 fish on the front side and empty water on the back side.

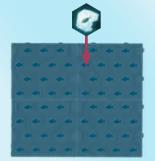
## SETUP

- Assemble the 4 ocean boards as illustrated on the picture below.
  The fish icons on the boards must be facing the same direction.
- 2. Shuffle all 60 ice floe tiles face-down. Then, fill the ocean boards by randomly placing all the ice floe tiles face up on the ocean boards to create the game board. If all players agree, they may switch tiles around (if necessary) to evenly distribute the two and three-fish floes.
- 3. Each player chooses a penguin color and takes the appropriate number of penguins of that color, depending on the number of players:
  - 2 Players: Each player uses 4 Penguins.
  - 3 Players: Each player uses 3 Penguins.
  - 4 Players: Each player uses 2 Penguins.

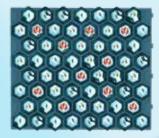
Players place their penguins on the game board, starting with the youngest player and proceeding clockwise around the play area. Each player takes a turn placing one penguin on an unoccupied ice floe tile containing only one fish until players have placed all their penguins.







Ready to play!



# **OVERVIEW**

In Hey, that's my fish!, 2–4 players move their penguins on the ice floe tiles, collecting fish. The player who has collected the most fish at the end of the game wins.

## PLAYING THE GAME

The game is played over several turns, beginning with the youngest player and proceeding clockwise.

Each player's turn consists of two steps:

- 1. Move one penguin
- 2. Collect one ice floe tile

#### 1. MOVE ONE PENGUIN

Move any one of your penguins as far as you want in a straight line.

The penguin may move in any one of the six directions of the hexagon, but it may not change direction during the move.

The penguin can only move onto an unoccupied ice floe tile. It cannot move onto or through floes occupied by another penguin (even one of its own color) or spaces without ice floes (see Penguin Movement below).

### 2. COLLECT ONE ICE FLOE TILE

Take the floe tile the penguin started its move from and add it to your collection (placing the tile face up in a pile in front of you.

Note: Push on one of the edges of an ice floe tile to take it easily.

# COLLECTING AN ICE FLOE TILE

After moving, a player collects the ice floe tile.



## PENGUIN MOVEMENT

Penguins must move in a straight line.



Penguins can't change direction during a move.



Penguins block other penguins.



Empty spaces are not crossable.



Then, it is the next player's turn in clockwise order.

A player **must** move one of their penguins each turn. If a player is unable to move any of their penguins, they do not take any more turns. Their penguins are removed from the game board and the ice floe tiles they were occupying are added to their collection.

Play continues in this manner until no penguins have any more legal moves and all penguins have been removed from the board.

# END OF THE GAME

The end of the game is triggered when all penguins have been removed from the game board. Any uncollected ice floe tiles are returned to the box.

The player with the most fish wins the game. If there is a tie, the tied player with the most collected ice floes wins. If the game is still tied, all tied players share the victory.

