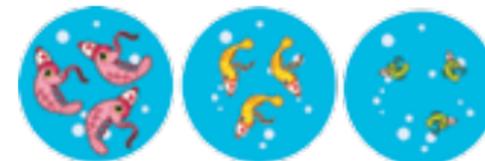


SHRIMP DOUBLE:

If you spot **TWO** characteristics in common on the top cards of all 3 Fishing Zones, be the first to grab and squeeze the starfish in the center of the table, while calling out both characteristics.



Example: "3 Canadian shrimp!" (number & origin)

If you haven't made a mistake, you collect all of the cards from all of the Fishing Zones, plus 7 cards from the player(s) of your choice (7 from one player, or 3 from one and 4 from another, etc.) Put these cards in your Catch Pile.

You then resume play by flipping the top card from your Shrimp Pile.

SHRIMP JACKPOT:

If you spot **THREE** characteristics in common on the top cards of all 3 Fishing Zones, be the first to grab and squeeze the starfish in the center of the table, while calling out all three characteristics.

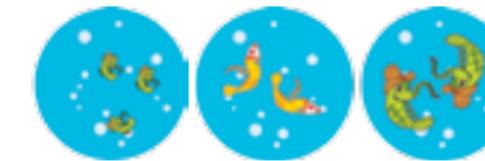


Example: "2 medium pink shrimp!" (number, size & color)

If you haven't made a mistake, you automatically win the game!

SHRIMP COCKTAIL:

When the total number of shrimp on all 3 Fishing Zone top cards is exactly 7, be the first to grab and squeeze the starfish and call out "Shrimp Cocktail!"



If you haven't made a mistake, you win all of the cards from the Fishing Zone closest to you. Put these cards in your Catch Pile.

You then resume play by flipping the top card from your Shrimp Pile onto the empty Fishing Zone.

BE QUICK ON YOUR TOES!

You have to grab the starfish before a new card is flipped over.

PENALTIES:

You must pay a penalty if:

You grab the Squeaky Starfish without calling out the common characteristics;

OR

You call out the common characteristics without grabbing the Squeaky Starfish;

OR

You grab the Squeaky Starfish but call out the wrong characteristics.

Give one card from your Catch Pile to each player (the players receiving these cards put them in their respective Catch Piles).

If you do not have enough cards in your Catch Pile, take them from your Shrimp Pile.

When a mistake has been made, play stops until the appropriate penalty is paid. At this point, the player who made the mistake resumes play by flipping a new card from his or her catch pile onto a fishing zone.

*If you call out incomplete characteristics you do not pay a penalty (example: "pink shrimp!" instead of "pink Mexican shrimp!").

Instead, you only collect the Shrimp Cards that correspond to what you called out.

WINNING THE GAME

If you catch a SHRIMP JACKPOT, you automatically win the game.

Otherwise, if you are down to the last card in your Shrimp Pile, flip it and call out "Last shrimp call!" Then everyone plays one final round. At the end of this round, if you are the player with the most cards in your Catch Pile, you win!



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Keep your eyes peeled as you search the seas for matching shrimp.

Shrimp cards are flipped over into "Fishing Zones." The shrimp you see may share any of 4 characteristics: color, origin, quantity, and size. When you spot a match between all 3 cards, grab and squeeze the starfish and haul in your catch! Which one of you will be crowned "King of the Prawns"?

2 to 6 players • Ages 7 to Adult

Contents:

81 Shrimp Cards
3 Fishing Zones
1 Squeaky Starfish
Illustrated Rules

Game concept by Roberto Fraga
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OBJECT OF THE GAME

Haul in the most Shrimp Cards so you can prepare your famous shrimp cocktail!

PREPARATION OF THE GAME

Place the Squeaky Starfish in the center of the playing surface.
Place the 3 Fishing Zones within comfortable reach of all players.
Divide the Shrimp Cards into as many piles as there are players (piles do not need to contain the exact same number, but should be roughly equal).
Players keep their cards face-down in one "Shrimp Pile" in front of them.

Here is an example of what a starting set-up might look like in a 4-player game:



PLAYING THE GAME

The youngest player starts the game by flipping over the top card from his/her Shrimp Pile and placing it onto any Fishing Zone. Play continues clockwise. In turn, each player flips a card onto any Fishing Zone.

Important: there must be one card flipped onto each Fishing Zone before a Fishing Zone can receive a second card.

Players must flip their cards quickly, without looking at them first.

SHRIMP CHARACTERISTICS

The shrimp pictured on each card are distinguished by 4 visual characteristics:

1 - Quantity: 1, 2 or 3 shrimp

In the example below, there are 3 shrimp on each card.

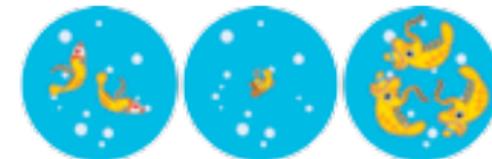


2 - Size: small, medium or jumbo shrimp

In the example below, all shrimp are medium-sized.



3 - Color: green, pink, or yellow shrimp
In the example below, all shrimp are yellow.



4 - Origin: American, Canadian, or Mexican shrimp
In the example below, all shrimp are American.

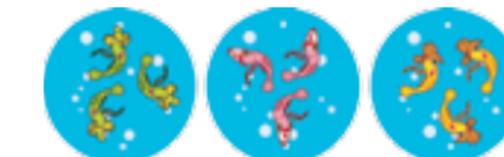


WINNING CARDS

You can win cards in different ways:

SHRIMP SOLO:

If you spot ONE characteristic in common on the top cards of all 3 Fishing Zones, be the first to grab and squeeze the starfish in the center of the table, while calling out the characteristic.



Example: "3 shrimp!"

If you haven't made a mistake, you collect all of the cards from all of the Fishing Zones. Put these cards face-up in a separate pile: this is your Catch Pile.

You then resume play by flipping the top card from your Shrimp Pile.