

Octopuses are known to be very sneaky, and notoriously hard to keep locked up in their tanks. Escaping their tanks, they often steal fish and

Escaping their tanks, they often steal fish and bring them back to their own tank.

Each player takes on a team of four specialist Octopuses. The aim of the game is to steal your favourite fish from the tanks across the board and bring them back to your own tank.

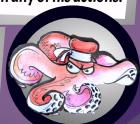
You will be sliding around, throwing fish between you and at the other players like FISHY MISSILES. All while avoiding their shots at you. A hit will send you back to your tank.

But you also have to worry about THE KEEPERS.

Tako - the sneak Does not make a noise on any of his actions.

Kasteel - the scout Can move as far as he can see.

neaky



Seemo - the sniper

Can shoot a Jet of ink at Keepers, sending them back to the sink.

Squiggy - the slim

Can squeeze through smaller spaces than even his team mates.



...just want the octopuses to stay in their tanks! If the keepers catch you, they will put you back and you will have to escape all over again.

Pieces
16 Octopuses
4 Keepers

24 Fish 1 Board

1 D6

Run time: ~30-60 min

2-4 Players

Keepers move independently,

following movement and noise.

To keep them at bay, you can throw a FISHY MISSILE at them or shoot a jet of ink, sending them back to the Shower to wash.

Giving you more time to get more fish.

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