

Calypso



FISHES OF A VERY PARTICULAR SPECIES, "THE MOTLEYCOLOURED", HAVE BEEN LIVING FOR A LONG TIME IN PERFECT HARMONY IN A PARADISIACAL RIVER. THEY USED TO SPEND THEIR TIME HAVING FUN AND FISHING UNTIL ONE DAY A TERRIBLE CYCLONE STARTED WHICH UNLEASHED THE RIVER. A VERY POWERFUL CURRENT TOOK ALONG THE YOUNGEST FISHES TO UNKNOWN WATER: THE OCEAN. VALOROUS CALYPSO DECIDED TO SAVE THEM AND PROMISED TO BRING THEM BACK SAFE AND SOUND...

CONTENT

- CALYPSO THE VALOROUS FISH
- 30 LITTLE FISHES
- 1 NET
- 7 BIG OCTAGONS FOR THE COURSE
- 6 LITTLE OCTAGONS WITH A DIFFERENT FISH ON EACH SIDE
- 1 Die
- THE RULES OF THE GAME

Aim OF THE Game

AFTER HAVING BEEN THROWN INTO THE OCEAN, THE LITTLE FISHES WERE TRAPPED IN A NET LOST IN THE MIDDLE OF THE OCEAN. CALYPSO CAN'T SET THEM FREE ALONE AND HAS TO FIND FRIENDLY FISHES TO SAVE THEM. DURING HIS JOURNEY, THE PLAYER WHO SETS THE MOST FISHES FREE WINS THE GAME. A GOOD MEMORY AND A LITTLE CHANCE WILL ENABLE YOU TO SLIP THROUGH THE NET.

HOW TO PLAY

THE 6 LITTLE OCTAGONS ARE SET RANDOMLY ON THE TABLE. THE 7 BIG OCTAGONS ARE SET RANDOMLY AROUND THE 6 LITTLE OCTAGONS IN ORDER TO BUILD A COURSE (SEE PAGE 4) CALYPSO IS SET ON THE SHARK AND WILL MOVE ALONG THE 7 BIG OCTAGONS. THE THIRTY LITTLE FISHES ARE TRAPPED IN THE NET.

CALYPSO WILL MOVE CLOCKWISE. THE YOUNGEST PLAYER BEGINS. ROLL THE DIE AND MOVES CALYPSO ACCORDING TO THE NUMBER ON THE DIE ALONG THE 7 BIG OCTAGONS.

THERE ARE 4 DIFFERENT ACTIONS DEPENDING ON THE OCTAGON ON WHICH CALYPSO FINDS HIMSELF:

- **OCTAGON COLOURED FISH:**
EACH TIME A PLAYER LEADS CALYPSO TO A COLOURED FISH, HE HAS TO FIND A FISH OF THE SAME COLOUR ON THE HIDDEN SIDE OF ONE OF THE OCTAGONS IN THE CENTRE. THE PLAYER SETS AN OCTAGON UPSIDE DOWN. IF THE FISH HAS THE SAME COLOUR AS THE FISH ON WHICH CALYPSO FINDS HIMSELF, THE PLAYER SETS A FISH FREE FROM THE NET: HE CAN PLAY AGAIN AND GOES ON AS LONG AS HE FINDS FISHES OF THE SAME COLOUR.

IF THE FISH ISN'T OF THE RIGHT COLOUR, THE PLAYERS' GO ENDS AND IT'S THE NEXT PLAYER'S GO.

- **OCTAGON MULTICOLOURED FISH:**
EACH TIME A PLAYER LEADS CALYPSO TO MULTICOLOURED FISHES, HE HAS TO SAY THE COLOUR THE FISH MAY HAVE ON THE OCTAGON HE WILL TURN UPSIDE DOWN. IF IT'S CORRECT, HE SETS TWO FISHES FREE AND IT'S THE NEXT PLAYER'S GO. IF THE FISH ISN'T OF THE RIGHT COLOUR, IT'S THE NEXT PLAYER'S GO.



- **OCTAGON NET:**
EACH TIME A PLAYER LEADS CALYPSO ON THE NET, HE LOSES ONE OF HIS FREE FISHES AND PUT IT BACK IN THE NET. IT'S THEN THE NEXT PLAYER GO.

- **OCTAGON SHARK:**
EACH TIME A PLAYER LEADS CALYPSO TO THE SHARK, HE TAKES A FREE FISH FROM THE PLAYER HE WISHES (IF IT'S IMPOSSIBLE, HE TAKES IT FROM THE NET). IT'S THEN THE NEXT PLAYER GO.

SPECIAL cases:

- EACH TIME A PLAYER TURNS THE 3RD FISH OF A SAME COLOUR UPSIDE DOWN (I.E. THERE ARE THREE FISHES OF THE SAME COLOUR AMONG THE SIX LITTLE OCTAGONS) HE SETS TWO FISHES FREE AND IT'S THEN THE NEXT PLAYER GO.
- IF A PLAYER LEADS CALYPSO TO A FISH OF WHICH 3 OCTAGONS OF THE SAME COLOUR HAVE ALREADY BEEN DISCLOSED, HE SETS 2 FISHES FREE. NEXT, HE HAS TO MIX UP THE OCTAGONS BY TURNING THE 6 LITTLE OCTAGONS UPSIDE DOWN, AS MANY TIMES AS HE WISHES. IT'S THEN THE NEXT PLAYER GO.

POINT: EACH TIME A PLAYER TURNS ONE OF THE LITTLE OCTAGONS UPSIDE DOWN, HE CAN PLACE IT WHEREVER HE WANTS IN THE CENTRE OF THE COURSE

END OF THE Game

THE WINNER IS THE PLAYER WHO HAS SET A CERTAIN NUMBER OF FISHES FREE, DEPENDING ON THE NUMBER OF PLAYERS:

- TWO PLAYERS: 12 FREE FISHES
- THREE PLAYERS: 10 FREE FISHES
- FOUR PLAYERS: 8 FREE FISHES
- FIVE PLAYERS: 7 FREE FISHES
- SIX PLAYERS: 6 FREE FISHES