Fish 'n' Chips

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BEACH FIGHT! GULL GANGSTERS AND PUNK PELICANS ARE RUFFLING EACH OTHER'S FEATHERS TO TRY TO CATCH THE BEST PREY. ASSEMBLE YOUR GANG AND GO SHOW THESE BIRD BRAINS JUST WHO THE REAL KINGS OF THE COAST ARE!
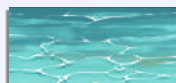
FISH N' CHIPS is a wacky tabletop chip toss game that requires skill and strategy, to be enjoyed as a team.

CONTENTS AND SETUP

1 • Unroll and assemble the 3 mats on a table to form the playing area, which consists of 3 zones:
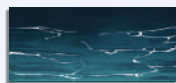
• **THE SEA** (top)   • **THE SHORELINE** (in the middle) • **THE SAND** (bottom)

2 • Unfold and assemble the 3 walls around the mats:

• **LEFT SIDE**   • **BACK**   • **RIGHT SIDE**

3 • Place one prey anywhere in each area:

• **THE OCTOPUS,** in the sea   • **THE FISH,** on the shoreline   • **THE CRAB,** on the sand

4 • Divide the players into two teams, then distribute the chips:

• **12 CHIPS** for the gulls   • **12 CHIPS** for the pelicans

NOTE: each team has:
• **4 MINIONS** (chips worth 1 point)
• **4 LEADERS** (chips worth 2 points)
• **4 BOSSES** (chips worth 3 points)

5 • Decide how far away to stand when throwing the chips. Adults must stand at least 1 meter away from the mat. Children can play from a shorter distance than adults.

6 • Choose which team will go first at random. One player takes a chip for each team and secretly places one in each hand. A player from the other team chooses one of the hands. The team whose token is chosen is the first to play.

GOAL OF THE GAME

The first team to win 2 rounds wins the game!

HOW TO PLAY

Each team takes turns choosing a player to throw **ONE** chip. The aim is to target the different areas and prey in order to control them (see Scoring, page 2).

NOTE: each team can organise themselves however they want and decide on their own playing order, as well as who will throw which chip.

Any item (prey or chip) that falls off the mat and touches the table (or the floor!), even partially, is immediately removed from play for the current round, even if it ends up back on the mat after bouncing or rolling.

When all the chips have been thrown, the round ends and the points are counted.

SCORING

Por each game element (3 zones and 3 prey) the total value of the team's chips is calculated. The team who has the most points for each element scores 1 point. This means that a total of 6 potential points can be scored.

BUT BE CAREFUL! Chips that are partially or totally covered by any other chip (including a chip from the same team), or by a prey item that has moved aren't counted: their value is equal to 0.

Chips that are covered by another chip are ignored. They have a value of 0.

You can remove them from the board for better visibility before counting the score for the round.

NOTE: *You can remove them from the board for better visibility before counting the score for the round.*

REMINDER: *Chips that fall off the mat and touch the table, even partially, must be removed for the round and are therefore not scored.*

Each chip can count for only one majority:

• If it touches a prey item (even just a little bit), its value is not scored for the zone.

• If it touches two prey items or two zones at the same time, its value is scored for the item it covers the most.

If there is a tie for any of the elements (prey or zone), neither team scores the point.

OPTIONAL: *After adding up the points for the 3 prey, you can remove the chips that have already been counted to make it easier to score the zones.*

SCORING EXAMPLE:
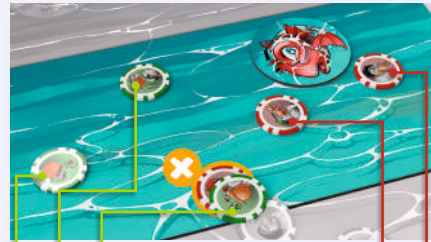
3 + 3 + 1
= 7 FOR THE PELICANS

2 + 2
= 4 FOR THE GULLS

2 + 2 + 3
= 7 FOR THE PELICANS

3
= 3 FOR THE GULLS

• The pelican team is in the majority in this zone, so they score 1 point.

• Neither team is touching the prey, so no points are awarded.

• The pelican team is in the majority in this zone, so they score 1 point.

• There is just one pelican chip on the prey, so the pelicans score 1 point.

The team that scores the most points wins the round.
In the event of a tie, both teams are considered to have won that round.

IF A TEAM WINS 2 ROUNDS, THEY WIN THE GAME!!

If neither team has won 2 rounds, set up the game again and play another round, knowing that:

• The team that played first in the previous round must let the other team throw the first chip.

• The team that lost the previous round can choose where to place the 3 prey for the next round, making sure there is only one prey per zone.

SPECIAL RULE: *If the teams are tied at 2 rounds each, a special tie-breaker round is played. A single prey is placed in the center of the mat. Each player throws a single chip, alternating teams as usual. The team whose chip is closest to the target (without touching it) wins the game. Chips that touch or cover the prey are not counted. The total value of the chips is not taken into account.*

STORAGE TIP

Roll up the mats with the printed side on the outside. This way, the corners of the mats won't flip up when you roll them out, and the mats will lay flat on the table.