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per fish



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per fish



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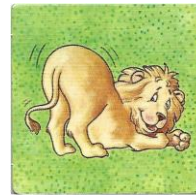
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per fish

Move three fish from the highest numbers on the track to three different animals.

Move a Bear to a tile that doesn't have a Bear. Don't take that tile's action.

Move a fish from one tile to another tile.

Use the action of any tile that has a Bear.

Remove all fish from one tile and place them next to the track.

Put the fish next to the track on the track's lowest empty spaces.

All players score their goal cards.





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