

THE  
MOTORIZED  
MUSICAL  
FISH-CATCHING  
GAME!

# FISHIN' AROUND™

## INSTRUCTIONS

2 to 4 Players

Ages 3 to 6

## CONTENTS

Electronic game unit

Eye labels sheet

4 Fishing poles

4 Fishing lines

12 Cards

1 Bridge

8 Fish





# ASSEMBLY

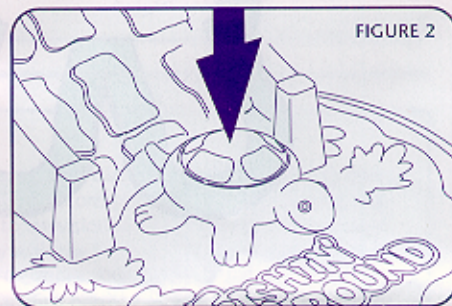
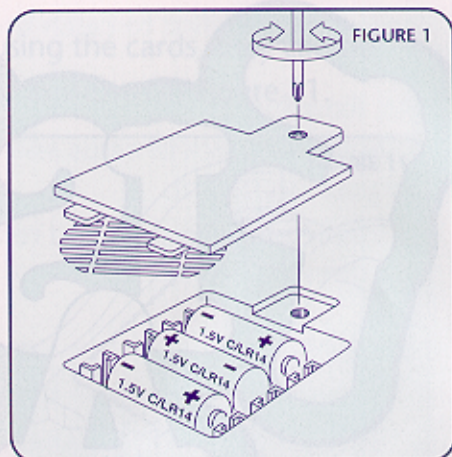
**1. INSERT BATTERIES:** Loosen the screw to open the battery door on the bottom of the game unit. See Figure 1. Insert 3 "C" size alkaline batteries, matching up the (+) and (-) symbols as shown. Then close the battery door and tighten the screw.

## CAUTION: To Avoid Battery Leakage

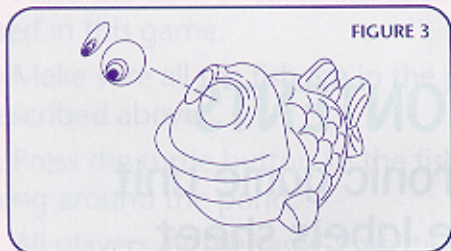
- Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions.
- Do not mix old and new batteries or alkaline (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.



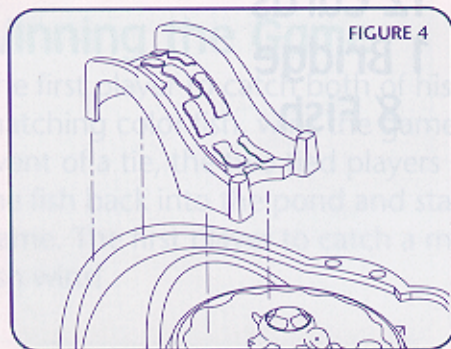
**2. TEST BATTERIES:** Return the game unit to its pond-side-up position on a flat surface. Now test the batteries by pressing down the turtle ON/OFF button located in the center of the pond. See Figure 2. If music doesn't begin playing, the batteries may be weak or improperly installed. After testing, press the turtle button again to shut off the game unit.



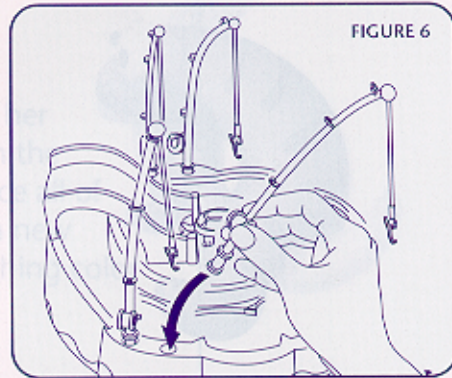
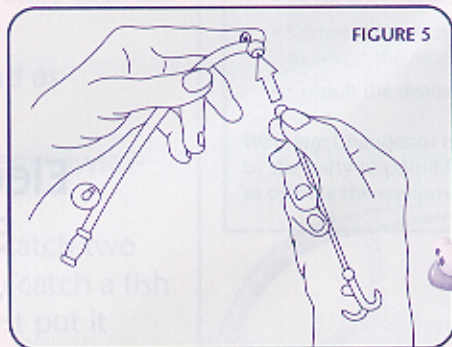
**3. LABELS:** Apply the eye labels to all 8 plastic fish as shown in Figure 3.



**4. BRIDGE:** Attach the bridge to the game unit as shown in Figure 4.



**5. FISHING POLES:** Carefully attach a fishing line to each of the 4 poles as shown in Figure 5. Then insert all 4 poles into the game base as shown in Figure 6.





# GAME RULES FOR 2 PLAYERS

**Your Goal:** Be first to catch the correct color fish on 3 fish cards.

## Get Ready!

1. Shuffle the deck of cards and place them facedown between you and your opponent.
2. Choose a fishing pole and remove it from its holder. Your opponent does the same.

## Get Set!

1. Press down on the turtle button so that the music begins playing.
2. Place all the fish in the pond, one at a time, leaving space between each fish. See Figure 7. Fish should all be facing the same direction as shown.
3. Your opponent quickly turns over the top card from the deck and places it faceup beside the deck for both of you to see.

## Get Fishing!

1. You and your opponent immediately try to be first to catch the color and number of fish shown on the card. See Figures 8 and 9. Very young players may want to hold the actual fishing line to hook the fish. See Figure 10.
2. The first player to catch the color and number of fish shown on the card does the following:
  - *Presses the turtle switch to stop the game.*
  - *Keeps the card.*
3. The round is then over. All fish are returned to the pond and the next round begins as described above.
4. Play continues round by round until one player has won 3 cards.

## Winning the Game

The first player with 3 cards wins the game.

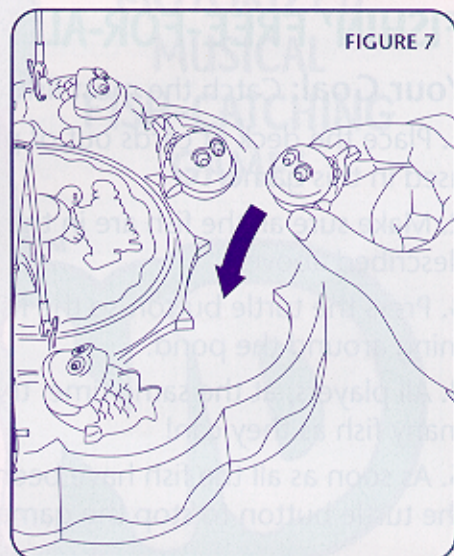


FIGURE 7



FIGURE 8 - EXAMPLE: BE FIRST TO COLLECT ONE YELLOW FISH AND ONE RED FISH.

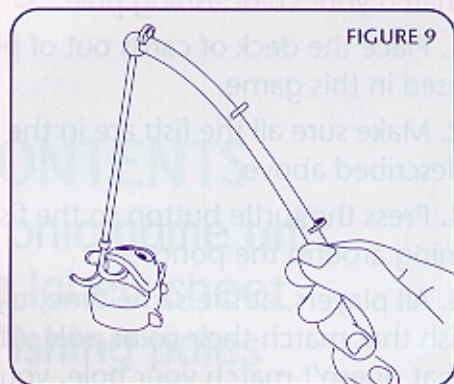


FIGURE 9

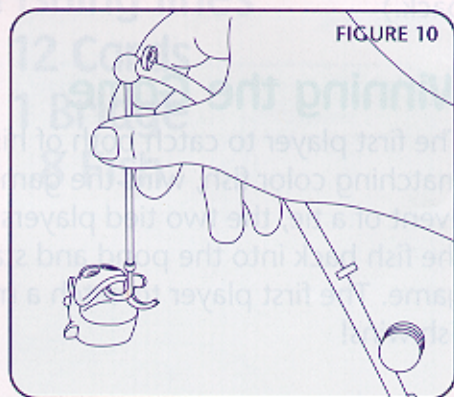


FIGURE 10



# GAME RULES FOR 3 OR 4 PLAYERS

## FISHIN' FREE-FOR-ALL!

**Your Goal:** Catch the most fish!

1. Place the deck of cards out of play. They are not used in this game.
2. Make sure all the fish are in the pond as described above.
3. Press the turtle button so the fish begin swimming around the pond.
4. All players, at the same time, try to catch as many fish as they can!
5. As soon as all the fish have been caught, press the turtle button to stop the game.

## Winning the Game

The player with the most fish wins! In the event of a tie, the two tied players place all of the fish back into the pond and start a new game. The first player to catch a fish wins!

## COLOR MATCH FISHIN'

**Your Goal:** Be first to catch the two fish that match your color fishing pole.

1. Place the deck of cards out of play. They are not used in this game.
2. Make sure all the fish are in the pond as described above.
3. Press the turtle button so the fish begin swimming around the pond.
4. All players, at the same time, try to catch two fish that match their color pole. (If you catch a fish that doesn't match your pole, you must put it back.)

## Winning the Game

The first player to catch both of his or her matching color fish, wins the game. In the event of a tie, the two tied players place all of the fish back into the pond and start a new game. The first player to catch a matching color fish wins!

## Card Storage

When you are not using the cards, they can be stored on the bridge as shown in Figure 11.

## When You're Done Fishin'

Before placing the game unit back into the box, remove the bridge as shown in Figure 4.

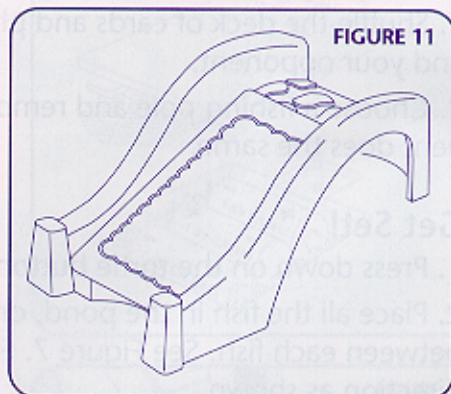


FIGURE 11

## FCC STATEMENT

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to television or radio reception. It has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet or circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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Milton Bradley Company  
P.O. Box 1247  
East Longmeadow, MA 01028  
U.S. Patent Pending.

