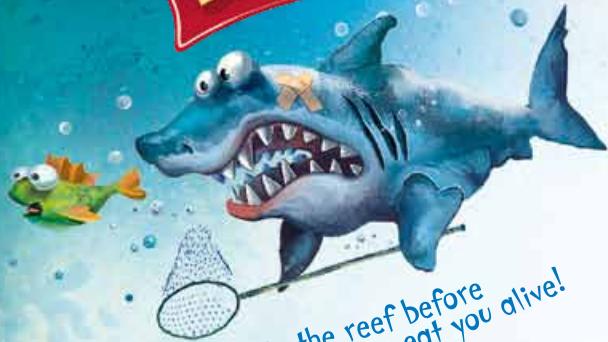


# REEF ROUTE



Find shelter in the reef before the predators can eat you alive!



**2 to 4 players**  
**Ages 5 and up**  
**Duration: 15 minutes**

**Author:** Arpad Fritsche  
**Illustrations:** Dovydas Čiuplys

**Contents:**  
2 colored dice  
6 predatory fish (in 3 different sizes)  
16 small fish (in 4 different colors)  
game board  
illustrated rules

*One moment, you're a happy tropical fish, swimming with your friends in the beautiful coral reef, then suddenly a rip current picks you up and flings you far from the safety of your home. Taking in your new surroundings, you notice something approaching you from the distance... A group of sharks has appeared in your path!*

## Goal:

The goal of the game is to help a small fish to safely reach the reef or to remain in the game until none of the small fish are left on the game board.

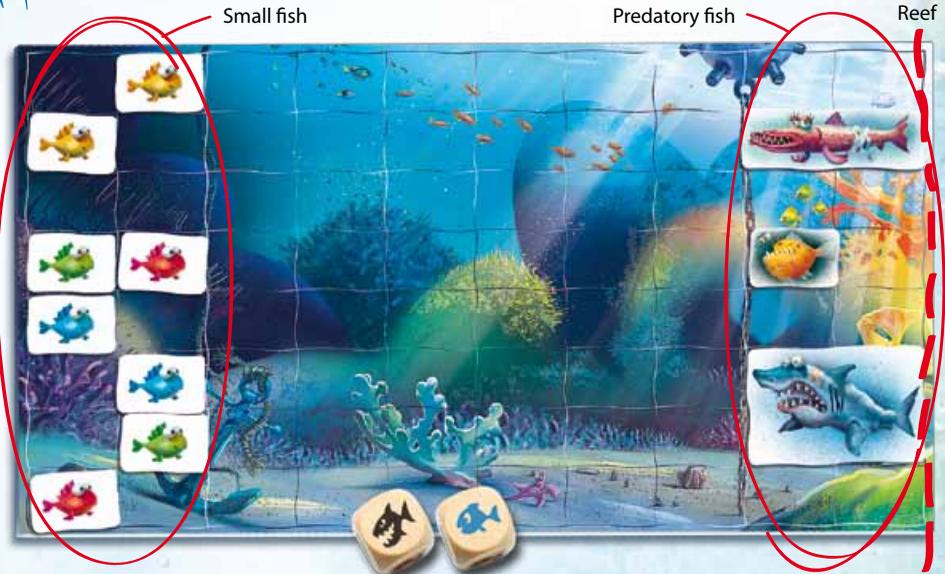
## Setup:

Place the game board in the center of the table so that all players can clearly see it.

Give each player all 4 small fish in the color of their choice.

Please Note: For shorter games, play with 2 or 3 small fish instead of 4 of them.

The predators begin on one side of the board in front of the coral reef, the small fish enter the board on the other side.



First, add the predators to the board. Choose any 3 of the 6 predator tokens and line them up in the final column of the board, immediately in front of the coral reef. Keep at least one empty space between the predators during setup.

*Please Note:* You can change the difficulty level of the game by changing the size of the predators you use. The bigger the predator, the more challenging the game. You can even play with 4 predators if you want an especially challenging game.

Next, add the small fish to the board. Beginning with the youngest player, take turns adding your fish to the board one at a time. The first fish you add must be in the first column of the starting line (the closest row to the predatory fish). Then once all players have their first fish on the board, any remaining fish can be placed anywhere that is available in the first two columns.

*Please Note:* If you are playing with fewer than 4 players, fill the remaining empty tiles on the starting rows with the small fish in the unused player colors so that an equal number of fish are present in each color.

## Playing the game:

The youngest player begins the game, and turns pass in a clockwise order.

When it is your turn, roll both dice and then move the small fish and / or predators on the board matching the symbols you rolled.

**Please note:** Predators always move first, before small fish are allowed to progress. If you roll both a predator and small fish, you must first move the predator and then the small fish.

### If you roll a predator:



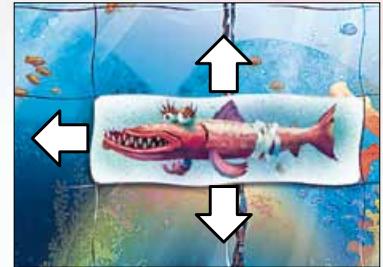
For each If predator symbol you roll, move one predator token forward one space.

Predators can only move forward, up, or down. They can never swim backwards.

If a predator moves into a space with a small fish in it, the small fish is eaten, and it is removed from the game.

*Please Note:* You must always move predators before moving small fish.

Predatory fish



### If you roll a small fish:



For each small fish you roll, move a small fish in that color forward one space.

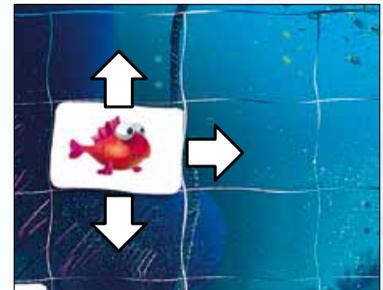
Small fish, like predators, can only move forward, up, or down. They can never swim backwards.

**IMPORTANT:** If you roll a fish that is NOT your color, you can ONLY choose to move it forwards. You cannot choose to move it up or down (or backwards).

If you are not able to move a fish you rolled for any reason, then that die result is ignored, and only the second die is counted.

However, if you cannot move **either** dice result, then you may choose any small fish on the board to move forward one space.

Small fish



## Winning the game:

If a player's fish successfully reaches the shelter of the coral reef - OR- is the only color of uneaten fish left on the board, then that player immediately wins the game.

## Summary of important rules:

- Roll the dice and then move what you roll.
- The predators always move first.
- Then the small fish move after the predators.
- The predators only swim away from the reef towards the school of small fish.
- The small fish only swim towards the reef.
- Pieces can move forward, up, or down, but never backwards or diagonally.
- You may not move other players' pieces up or down (only forwards).
- First fish to the reef wins!



Brain Games Publishing SIA  
Brūņinieku 39, Rīga, LV-1001, Latvia  
T.: (+371) 67334034  
info@Brain-Games.com  
www.Brain-Games.com

USA distribution:  
Brain Games USA, LLC.  
bgusa@Brain-Games.com  
www.Brain-Games.com

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