10+ age | 4-10 players

THE RULES

YouTube how to play Sounds Fishy



JOIN THE POTATO CLUB

Free replacement parts. Weekly free game lotto.
Exclusive offers. bigpotato.com/potatoclub

BIG POTATO GAMES

bigpotato.com

@bigpotatogames

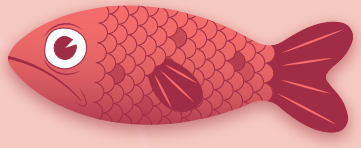
AIM

To win the most points by choosing the fake answers and avoiding the real one.

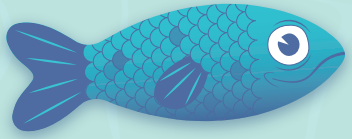
OVERVIEW

In the game there are three different types of player:

The Guesser: you will be reading out a strange question and trying to eliminate the fake answers that the Red Herrings give you, before you find the real one.



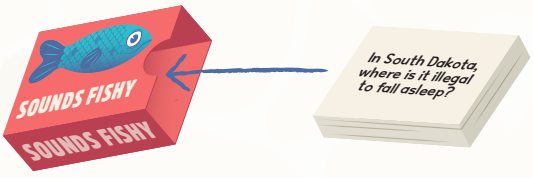
Red Herrings: you will be making up a fake answer to the strange question and trying to convince the Guesser it's the right one.



True Blue Kipper: you will be saying the right answer to the strange question, but trying to make it sound made-up, so that the Guesser picks yours.

SETUP

1. Take plenty of Question Cards and put them in the card dispenser. Make sure they're all facing the right way so that the Guesser won't see the answer when they draw a card.



Cards go in Question-side-up

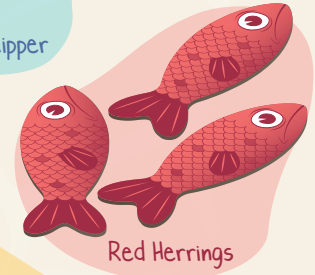
2. Take out the correct number of Red Herrings, plus the True Blue Kipper. You need enough fish so that every player, other than the Guesser, can be dealt a fish.

3. Choose someone to start as the Guesser.

4. Shuffle the fish face-down and deal one to each player, except the Guesser.

5. Players secretly look to see if they are a Red Herring or the True Blue Kipper.



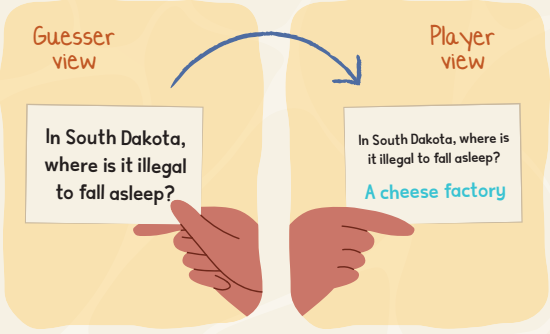






PLAY

The Guesser takes out a Question Card, holds it up so that the other players can see the answer on the back, then reads the question aloud. Make sure all the other players can clearly see the answer (but not the Guesser).



Once the Guesser has read the question, the Red Herrings have 15 seconds to invent a fake answer. The True Blue Kipper pretends to invent an answer even though it's the real one.

Going around the table, each player now gives their answer:









GUESSING

The Guesser now tries to eliminate each of the fake answers, one by one. They choose an answer they think is fake, and flip over that player's fish.

If the fish is a Red Herring, then they have caught a fake answer and get 1 point. The Guesser can stop at any time and bank their points – but if they flip over the True Blue Kipper, before all the Red Herrings have been eliminated, then they lose the points they won in that round and their turn is over.

POINTS

Each turn, points are awarded like this:

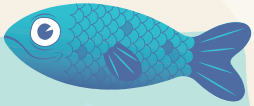
The Guesser

- **For each Red Herring you flip:**
  1 point
- **If you flip the True Blue Kipper last:**
  Extra 1 point
- **If you flip the True Blue Kipper too early:**
  0 points for that turn



Red Herrings

- **If you get flipped:**
  0 points
- **If you remain unflipped:**
  1 point for every flipped fish on the table (including the True Blue Kipper)



True Blue Kipper

- **If you get flipped:**
  1 point for every unflipped fish on the table
- **If you remain unflipped:**
  0 points

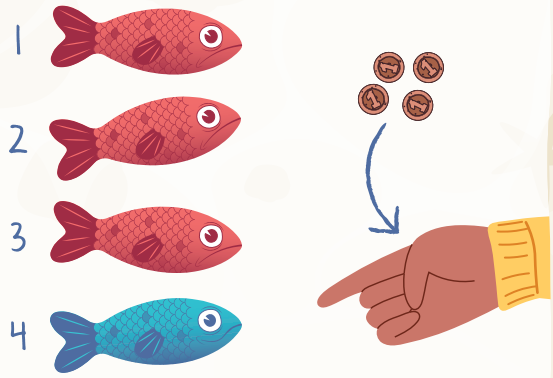


FISHY TIPS

Remember, if you are a Red Herring it's important to come up with fake answers that are just weird enough to be true. For the True Blue Kipper, it's best to deliver the real answer in a less than convincing manner.

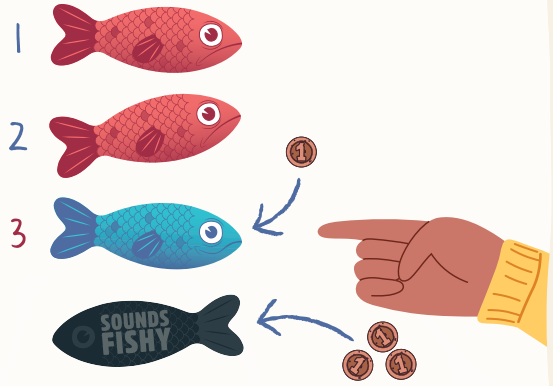
EXAMPLES (From a 5 player game)

Example One:



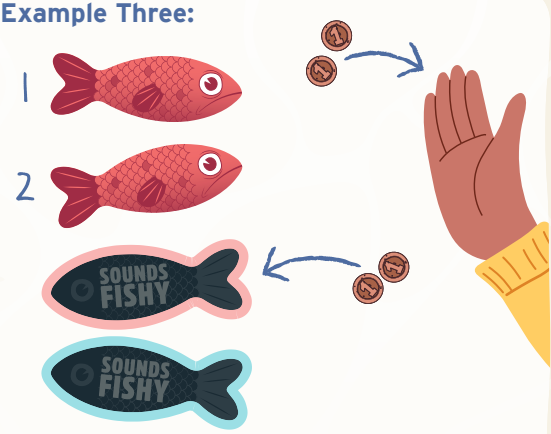
- Here, the Guesser won four points, for exposing all the fish correctly.

Example Two:



- The Guesser gets 0 points because they flipped the Blue Fish.
- The flipped Red Herrings get 0 points because they were caught.
- The True Blue Kipper gets 1 point, because they were flipped and there's one unflipped Red Herring.
- The unflipped Red Herring gets 3 points, because three other fish were flipped.

Example Three:



- The Guesser gets 2 points because they flipped the two Red Herrings and banked their points.
- The unflipped Red Herring gets 2 points, because two other fish were flipped.
- The True Blue Kipper gets 0 points, because they were unable to trip up the Guesser.

KEEP ON FISHING!

Once the Guesser has eliminated all of the fakes, chooses to end their turn, or stumbles upon the True Blue Kipper by accident, it's the turn of the next player to be the Guesser, read a question and try to catch the fakes.

WINNING

The winner is the person who has the most points at the end of one or two rounds (or you can play as many as you like – there's plenty more fish in the sea!)

4-5 Player game	2 rounds
6-10 Player game	1 round

CONTENTS
9 Fish
80 Point tokens
200 Question cards
1 Card dispenser
1 Rules
1 Potato sticker

©2022 Big Potato. Sounds Fishy is designed, manufactured and published by Big Potato Ltd, 74 Tabernacle St, London, EC2A 4EA (UK), Big Potato Games EU Gmbh, Winterhuder Weg 29, Stock, 22085, Hamburg, Deutschland (EU) and Big Potato USA Inc, 211 E 43rd Street, Suite 1402, New York, NY 10017 (USA). This game was co-created with an amazing game inventor called Rob Piesse. Legend! Information: The phrase 'Red Herring' comes from 1807 when a man called William Cobbett used a smelly herring to distract hunting dogs from chasing a rabbit. Just though you might like to know that. Content may vary from shown. Product code: SF01UK. **Made in China.**