

# ORDER UP!

## FISH MARKET MENU

### CONTENTS:

Electronic Fish Timer,  
16 Order Cards (includes 3 Action Cards),  
39 Fish Cards, Game board.

### OBJECT:

Ahoy! Your fish market just opened and Orders are flooding in! It's up to your team to fill them as quickly as possible before time runs out. Work together against the clock to throw the flapping fish and fill Orders in the ultimate test of teamwork!

1.5V AAA x3 Included

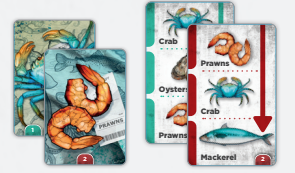
### LEVELLING UP:

Once you've successfully completed all the Orders in **LEVEL 1** before time runs out, up the difficulty with **LEVEL 2** and eventually **LEVEL 3!** Each level adds on to the one before it, so you'll always be using the **LEVEL 1** Cards and adding Cards for each level as you move up.

#### LEVEL 2 10 Orders



1. Unfold the board to **LEVEL 2**.
2. Separate out the Order and Fish Cards for **LEVEL 1** and **LEVEL 2** and set the remaining cards (**LEVEL 3**) aside.
3. Shuffle the **LEVEL 1 & LEVEL 2** Order Cards together and place them face down next to the board.
4. Shuffle the **LEVEL 1 & LEVEL 2** Fish Cards together and deal them all out faceup in front of each player. Not all players will have the same number of cards each time.
5. Switch the Fish to **LEVEL 2** and switch to **ON**. Zip the Fish closed before playing.



#### LEVEL 3 13 Orders



1. Unfold the board to **LEVEL 3**.
2. Shuffle all of the Order Cards together and place them face down next to the board.
3. Shuffle all of the Fish Cards together and deal them out all faceup in front of each player. Not all players will have the same number of cards each time.
4. Switch the Fish to **LEVEL 3** and switch to **ON**. Zip the Fish closed before playing.



### LEVELLING DOWN:

Finding **LEVEL 3** or **LEVEL 2** too challenging? Simply separate out the Cards for the level below and adjust the Board and Fish timer to move back down to **LEVEL 2** or **LEVEL 1**.

### FISH MARKET TIPS:

Still floundering? Here are some quick tips to help your team work together and save a few seconds!

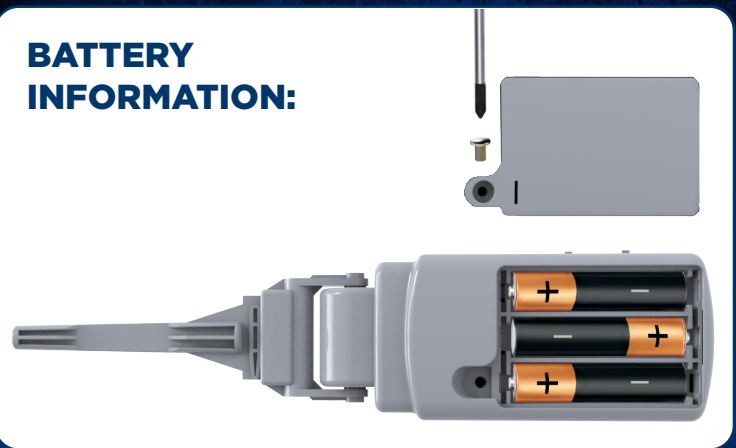
Assign a player to flip over the Order Cards each round. Having someone assigned to do it can help keep things moving once all the Cards for an Order are placed.

Keep things neat! Don't play your Fish Cards on top of the Order Cards so that all players can still track what Fish Cards still need to be played.

Help your teammates! This is a cooperative game, so the more teamwork, the better! If someone has a Fish Card to play and hasn't noticed, let them know!



### BATTERY INFORMATION:



#### Replacing the Batteries:

- Unzip the belly of the Fish and pull out the battery box.
- Remove the screw with a screwdriver (not included).
- Open the lid and replace the 3AAA batteries.
- Close the lid and insert the screw.
- Place the battery box back into the Fish with the tail of the box going into the tail of the Fish and the switches facing the zipper.

#### Battery Safety Information -

- Adult supervision is recommended when inserting and removing batteries
- Do not use rechargeable batteries
- Do not mix old (used) and new batteries
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries
- Do not attempt to recharge non-rechargeable batteries
- Batteries are to be inserted with the correct polarity (+ and -)
- Remove and properly dispose of exhausted batteries (recycle if possible)
- Do not short-circuit the supply terminals
- Do not dispose of batteries in fire as they may explode or leak
- Remove batteries from the product when not in use

For more fun, visit [playmonster.co.uk](http://playmonster.co.uk)

Copyright © 2024 PlayMonster Group LLC.  
Designed by: PlayMonster Group, LLC.  
Manufactured by: PlayMonster UK Ltd.  
Artisan, Hillbottom Road, High Wycombe,  
HP12 4HJ. Tel: +44 (0) 1628 488944  
Made in China. All rights reserved.  
Parts and colours may vary from those shown.  
Instruction sheet must be retained since it contains important information.



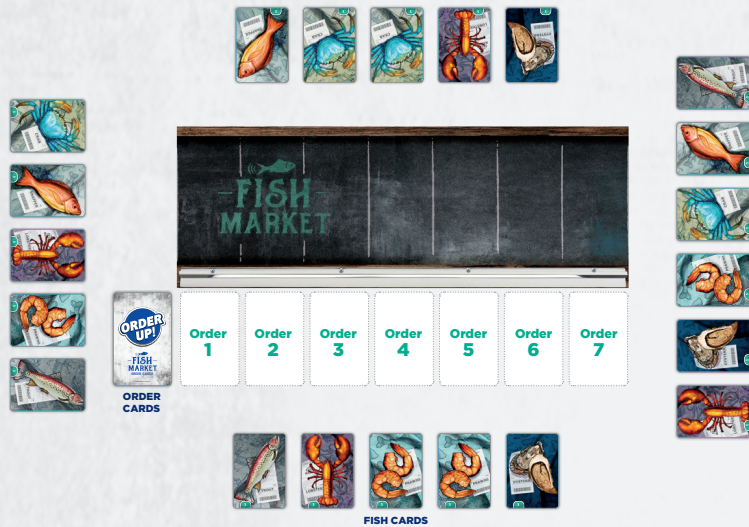
Authorised Representative in the EU (for the purposes of Toy Safety Directive):  
Delphic HSE (Europe) B.V., The Base B, Evert van de Beekstraat 104, Schiphol,  
1118CN, Netherlands.



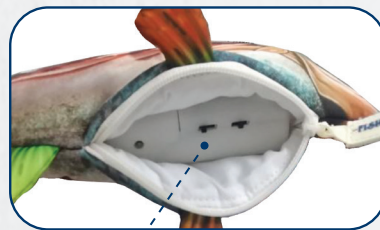
## SET UP:

New players should begin at **LEVEL 1** and work their way up to **LEVEL 3**. It might take your team a few tries to work together and communicate quickly, and that's part of the fun! For instructions on setting up **LEVEL 2** or **LEVEL 3**, see "LEVELLING UP."

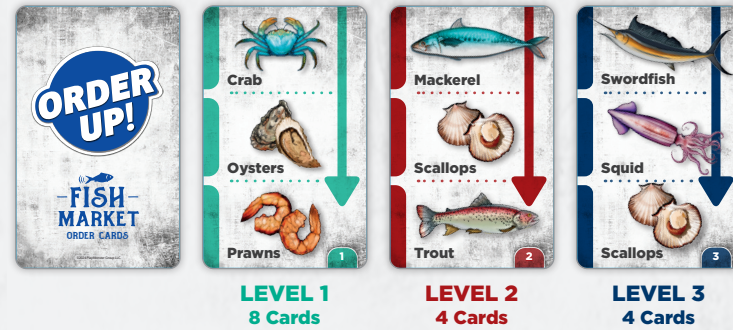
### LEVEL 1 7 Orders



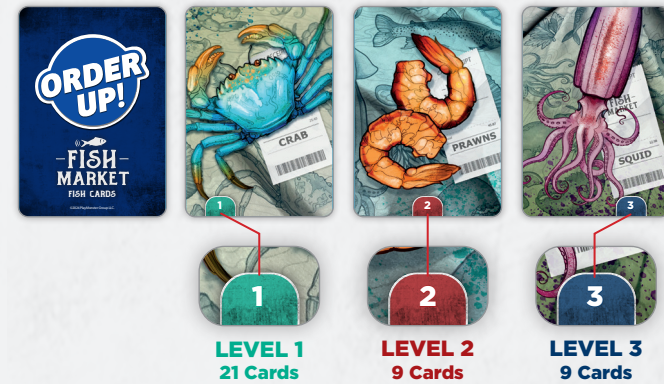
1. To start, unfold the board to **LEVEL 1**. (See above image.)
2. Separate out the Order and Fish Cards for **LEVEL 1** and set the remaining cards (for **LEVEL 2** and **LEVEL 3**) aside.
3. Shuffle the **LEVEL 1** Order Cards and place them face down next to the board.
4. Shuffle the **LEVEL 1** Fish Cards and deal them all out faceup in front of each player. Not all players will have the same number of cards each time. Have each player spread their Cards out in front of them so all of the Fish Cards are easily visible.
5. Switch the Fish to **LEVEL 1** and switch to **ON**. Zip the Fish closed before playing.



## ORDER CARDS



## FISH CARDS



This game gets **ACTIVE**, with players throwing the fish and scrambling to fill orders before time runs out. We recommend you play on your feet around a table for the best experience.

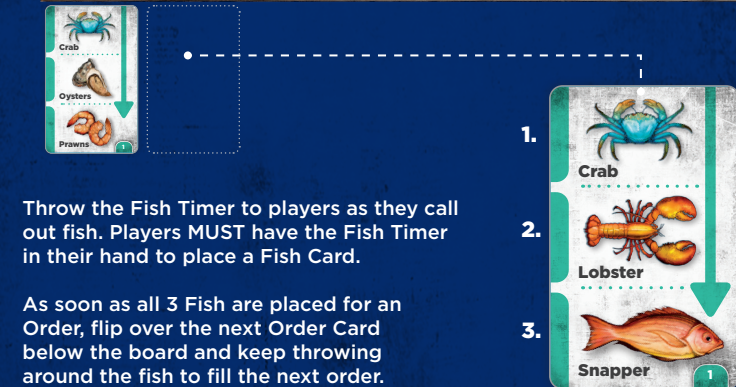
Remember, this is a **COOPERATIVE** game! The better you work as a team, the more orders you'll fill! It's your group against the clock, so roll up your sleeves, grab your fish, and get ready to **MOVE!**

## PLAY:

Pick a player to flip over the first Order Card while another player begins the timer by pressing the **START** button on the Fish's gills.



Once the timer starts, players call out the Fish Cards they have in front of them that match the Order Card, starting from the first Fish on the Order Card and moving down in order.



Throw the Fish Timer to players as they call out fish. Players **MUST** have the Fish Timer in their hand to place a Fish Card.

As soon as all 3 Fish are placed for an Order, flip over the next Order Card below the board and keep throwing around the fish to fill the next order.

You **MUST** pass the Fish Timer to whoever calls out a Fish Card **FIRST**. If you're already holding the Fish Timer, you can play another Fish Card **ONLY** if you're the first to shout it out. If not, throw the Timer to that player—you'll always have another chance to get rid of the Fish Cards in front of you with an upcoming order.

When 10 seconds are left, the countdown sound will begin. The game is over when the Fish Timer stops flapping and the sound ends. Count how many orders your team filled! How well did you work together?

## DROPPING THE FISH:

If someone drops the flapping Fish Timer at any point during the round, you'll face a penalty! The player who dropped it must pick it back up and then pass it between each player until it gets back to them before they can continue filling Orders.

## ACTION CARDS:

Each level has an Action Card mixed in with the Order Cards. Once the action has been completed, flip over the next Order Card **on top** of the Action Card and resume playing as normal.



**LEVEL 1:** Rotten Fish! All players rotate one spot to the right. Play continues with each player using the new cards that are now in front of them.

**LEVEL 2:** Delivery! Pass the fish between all players using only one hand.

**LEVEL 3:** Lunch Break! For the next Order, the player who flips this card must step out of the game. Once that Order Card is completed, they can return to the game. Other players can place that player's Fish Cards as needed.

## WINNING:

Work as a team to beat your score! Can you make it all the way to **LEVEL 3** and earn the title of *Master Fishmonger*? Check the table below to see how well your team did!

	1-3 Orders	4-6 Orders	7 Orders!
<b>LEVEL 1</b> 60 Seconds	You're just a bunch of lousy Landlubbers! Get your head in the game and try again.	You're getting the hang of it! Practice a bit more to get your sea legs!	Congrats! You've mastered LEVEL 1! You've got guts—you're ready to give LEVEL 2 a try!
<b>LEVEL 2</b> 80 Seconds	1-7 Orders You're pesky bilge rats! If you're finding LEVEL 2 a bit tricky, try LEVEL 1 a few more times!	8-9 Orders Nice job! You've almost mastered LEVEL 2! Keep sailing!	10 Orders! Fin-tastic! You've mastered LEVEL 2! Test your teamwork even further with LEVEL 3.
<b>LEVEL 3</b> 100 Seconds	1-10 Orders You're lowly bottom feeders! If LEVEL 3 is a bit too difficult, try LEVEL 2 until you're ready to up the challenge!	11-12 Orders So close! You're an excellent crew—try again and see if you can master the game!	13 Orders! You're truly Master Fishmongers! Your teamwork is top notch!

Didn't defeat the level? Don't get *crabby*! This game is all about testing your teamwork and communication skills, so it might take a few tries to get the hang of it. Try again and see if you can beat your score! Check out our tips on the back for help improving your score!