



ScatterFish™

Underwater Dive Game

Ages: Swimmers 5 and up

Features

Features of the ScatterFish include (Fig. 1):

- Counter to let you see who retrieves fish the fastest.
- Four cool fish that scatter and dive in the water.
- Durable floating home base.
- Fish attach securely for transportation and storage.

Set Up

- To slide fish on launching post :
 - Line up back end of fish with the launching post. (Fig. 2)
 - Slide fish onto post until it snaps in place (Fig. 3).
(Hint: Pull lightly on fish to see if secure. If attached properly, the fish will not slide off of launching post.)
- Repeat for all four fish.

To Play

- Wind the counter to the "START" position by turning the counter knob clockwise until it stops. It will pass "0" and the arrow on the float will line up with "START" (Fig. 4).
(Note: Make sure counter knob is in down position before winding.)
- Place the floating home base in the water.
- When ready, pull up on the counter knob (Fig. 5). It will count down to "0" and then release the fish into the water. This countdown will give you time to position yourself where you want to be before the fish scatter in the water.
- As soon as the fish are scattered in the water, swim down after them and retrieve them.
- Once you catch all the fish, swim back to the floating home base and push down on the counter knob (Fig. 6). This will stop the counter and you can see your score.
- To read your score, locate the arrow on the float. This arrow will point to the number on the counter (Fig. 6).
- To play again, repeat steps 1-6.

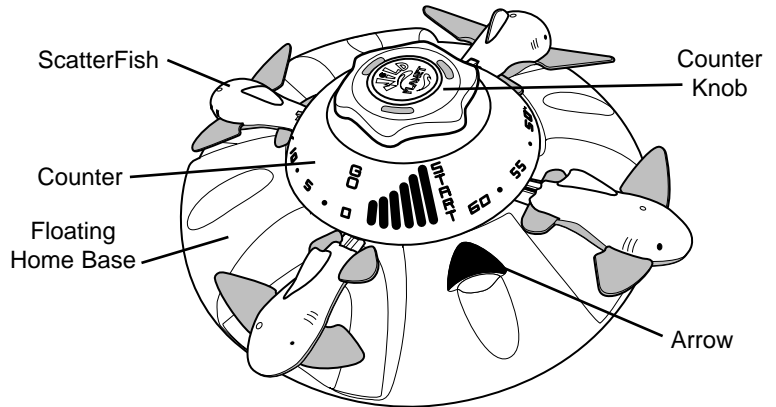


Figure 1

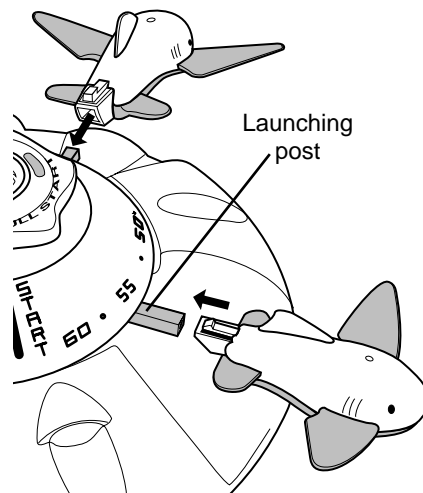


Figure 2

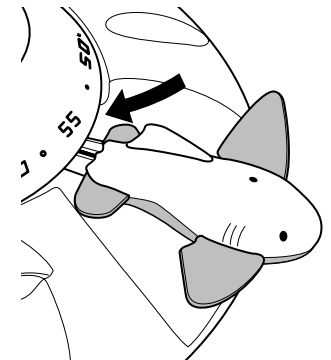


Figure 3

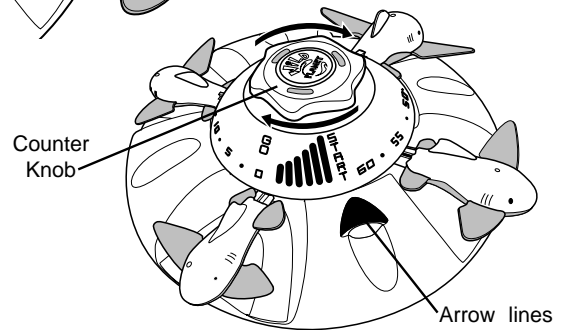


Figure 4

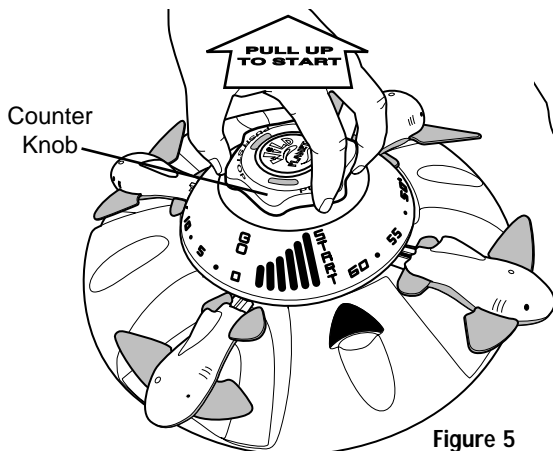


Figure 5

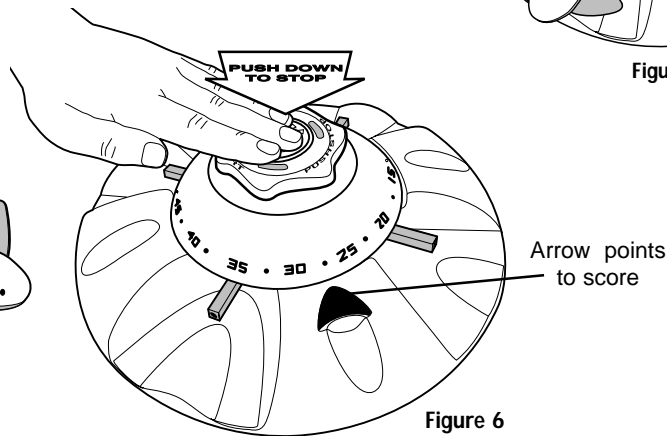
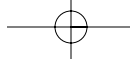


Figure 6





Play Different Games

You can play some of these games listed below or make up your own. It's up to you!

Beat the Clock

See how many fish you can collect before the time runs out. Or, if you can "beat the clock", what's your score? Try and see if you can improve your time and your score.

Race Your Friends

Take turns with your friends diving for fish to see who's fastest. Who can collect the most fish in the fastest time?

Team Competition

Divide into two equal teams. The team that catches their colored fish first and stops the counter first, wins!

Or, see which team collects the most fish.

Dive for Points

Each fish has a number on the bottom. You and your friends can dive and see who retrieves the fish with the most points.

Add More Complexity to the Games...to make it more difficult to beat the clock

- Have your friend start the counter while you are on the opposite end of the pool from the fish.
- Start the counter and float the home base away from you or to the middle of the pool.
- Or, retrieve one fish at a time, hand it to a friend and have a ScatterFish relay. Then stop the counter when all four fish have been passed.

Questions and Answers

Q. When the counter counts down to zero, my fish don't release from the float and scatter in the water. What is wrong?

A. Check to make sure the fish are secured on the launch post. To do this, gently pull on them. If they come off of the launch post, then they need to be pushed into place. Slide them on the launch post and make sure they snap into place. If this is not the problem, you may have set the counter incorrectly. Make sure the counter is wound to the "START" position (all the way past "0"). Then pull up on the counter knob. The counter will count down to "0" and the fish should release and scatter.

Q. I accidentally assembled all the fish to the launch post when I only wanted some of them assembled. How do I take the unwanted fish off the launch posts?

A. Turn the counter knob to start, and pull up on it. It will count down to "0" and release all the fish. Push down on the counter knob to stop the counter. Now only assemble the fish you want.

ScatterFish
5100-4000 10-5-00
Wild Planet Toys, Inc.

If you have any questions please contact us:
1-800-247-6570
www.wildplanet.com

**WARNING: ALL UNDERWATER
GAMES ARE DANGEROUS. USE
ONLY UNDER THE SUPERVISION
OF AN EXPERIENCED SWIMMER.**

