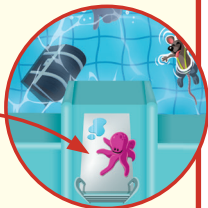


SETUP



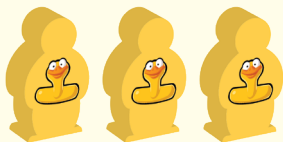
Before playing for the first time :

- Remove the pieces from the punchboard and put the bottom of the pool in its place.
- Stick the diving board sticker on its corresponding spot.
- Then stick the number stickers under the pawns: **Each colour must have a 1, a 2, and a 3.**



You may stick the decorative stickers on the pawns, if you wish, but make sure that the **pawns of the same colour all have the same sticker.**

There can be no differences between any two pawns of the same colour.



- Place the pawns randomly on the spaces around the edge of the pool without looking at their numbers.
- Shuffle the 6 tokens face down and give one to each player. If there are fewer than 6 players, the extra tokens remain face down on the table. Each player secretly looks at the colour on their token, and keeps it face down in front of them.

THE GAME

The last player to have swum in a pool begins.
On your turn you must:

- 1 Take any pawn from around the pool and turn it over to show everyone the number.
- 2 Move it that many spaces (1, 2 or 3) in whichever direction you like. You cannot go back on your steps while moving.
- 3 If your turn ends on an occupied space, push that pawn into the pool, and leave your pawn in that space.

Important: You are not allowed to do the exact opposite of the move of the previous player.

Your turn is over, and the next player plays, going clockwise, following the 3 steps described above, and the game continues in this way.





When a player's 3rd pawn is pushed into the water, they reveal their token and are eliminated. Their game is over.

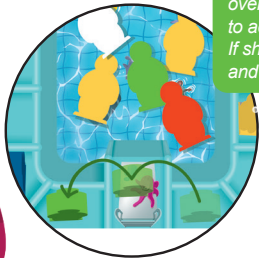


DIVING BOARD SPACE

If your pawn moves through this space or lands on it at the end of your turn, you may, **if you want, try to guess the colour of one of your opponents.**

- If you guess correctly, that opponent reveals their token and pushes all of their pawns into the pool. They are out of the game!
- If you get it wrong, you have to reveal your own token and push all of your pawns into the water.

You are eliminated!



Lola moves a pawn and passes over the diving board. She decides to accuse Maria: «You are blue.» If she is right, Maria is eliminated and if she is wrong Lola is out.



Note: the pawns pushed into the water can fall in any position. They have to be left as they fall, whether they reveal their number or not.

END OF THE GAME

As soon as there are only 2 colours left around the pool:

- ➡ The player whose pawn is closest to the diving board wins.
- ➡ If both players are the same distance away, the pawn with the highest number wins.
- ➡ If it is tied again, start a new game!

In games with fewer than 6 players, there will be colours that belong to no-one.

If all players but one are eliminated, that player wins the game (even if non-player pawns are still in play)!





2-PLAYER VERSION

It is possible to play with 2 players by making the following adjustment: The game ends when there are only 3 colours left around the edge of the pool.

Splash Party

A game by Heinz Meister illustrated by Stivo
From 3 to 6 players, from age 6

CONTENTS

- 6 tokens
- 18 pawns
- 1 pool bottom
- 37 stickers
- 1 set of rules
- 1 3D pool



GOAL OF THE GAME

Push your opponents' pawns into the pool and keep your own dry until the end.