

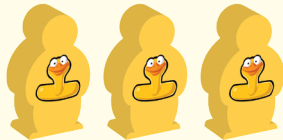
SET UP:

Before playing:

- Push the tokens out of the card and put the pool bottom in place.
- Stick the diving board sticker in the corresponding spot.
- Stick the number stickers under the meeples, **each colour must have a 1, 2 and 3.**



Stick the decorative stickers on the meeples if you wish, **but make sure to put the same stickers on the same coloured trio.** Meeples of the same colour must be completely identical.



- Place the meeples randomly on the spots around 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 they have been given and keeps the token face down in front of them.

THE GAME:

The player who last visited a swimming pool begins the game.

- 1 Take **ANY** meeple from around the pool and turn it over to show everyone the number.
- 2 The player moves the meeple the corresponding number of spaces (1, 2 or 3) in either direction. They cannot do a u-turn whilst moving.
- 3 If a turn ends on a space occupied by another meeple, push that meeple in the pool and replace with the meeple the player took their turn with.



ATTENTION: Players cannot pick the meeple that was last moved.

The game continues and turns proceed in a clockwise direction, following the 3 steps above.



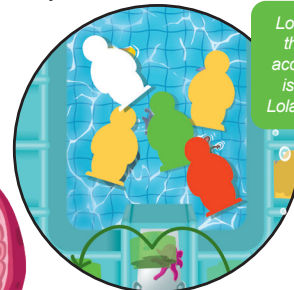
When a player's third meeple is pushed into the water, they reveal their token and are eliminated from the game.



DIVING BOARD:

When a player moves their meeple over this space or lands on it, they can try and guess one of their opponents colours.

- If the player guesses correctly, the opponent in question reveals their token and pushes their own meeples into the pool. They are eliminated!
- If they guess incorrectly, the accusing player has to reveal their own token and push all of their meeples in the water. They are eliminated!



Lola moves a pawn and goes over the diving board. She decides to accuse Maria: "You are blue." If she is right, Maria is eliminated and if Lola is wrong, she eliminates herself.



Note: the meeples 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 meeple is closest to the diving board wins.
- ➔ If both players are the same distance away, the meeple with the highest number wins.
- ➔ If it is still tied, start a new game!

In a game of 5 or less players, if all the players are eliminated except one, this player wins the game (even if meeples with a colour not assigned to a player are still standing on the pool edge)



2 PLAYER VARIANT

In a 2 player game, the game ends when there are only 3 different colours left standing around the pool edge.

Splash Party

A game by Heinz Meister. Illustrated by Stivo
For 3 to 6 players, ages 6+

CONTENTS:

- 6 tokens
- 18 meeples
- 1 pool bottom
- 37 stickers
- 1 set of rules



AIM OF THE GAME:

Push your opponents' meeples into the pool whilst secretly trying to keep yours dry!