Splat That!

Designed by Mandela F-G and Ellie Dix

2-6 players | 15 minutes | Age 6+

Overview

Splat those bugs! You can't splat them all so get the worst of the lot each round to become the champion splatter. Be the champion splatter 3 times to win the game.

Components

- 45 Bug cards (with splatted bug shown on reverse)
- 6 Swatter cards
- 3 Player aids

Set up:

- Each player grabs a Swatter card of their choice. Return the others to the box.
- Put a player aid between each player. Return the others to the box.
- Shuffle all the Bug cards and make a face-down deck.

How to play:

The game is played in rounds.

On each round:
All players raise their swatters in one hand while keeping their elbow on the table. The oldest player then flips over the first card from the deck using their non-swatter hand. If there are no cards in the deck, shuffle the discard pile to form a new deck. Each card has a value on it ranging from 1-9. For the simple game, ignore any additional icons shown on the cards. You want the highest value card but also be wary because if you wait too long you may miss your chance to swat altogether.

Once the card is revealed, any player may swat it by slapping their swatter down onto it. Only the first swatter to get there will stay on the card. The others will return their hands and swatters to their starting position. The successful swatter may not swat again this round.

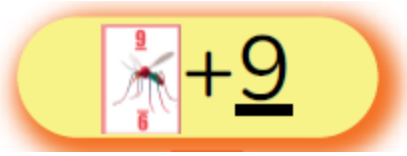
After the first card was swatted, or if the players were given opportunity to swat it and none did, the next card is revealed to form a row and any player who has not swatted this round has a chance to swat it. **You may only swat the latest card revealed**. This continues until the target number of cards has been revealed equal to 3 plus the number of players (so in a 2 player game, this would be 5 cards).

With all cards out, you will now see who won the round.

The player who has swatted the highest value card will take that card, flipping it face-down in front of them to show the splat side. They have won 1 Splat. If there is a tie for the highest value card, the one that was swatted **later** in the round (i.e. farthest along the row) is the winner.

Special Effects

Some cards have special effects. These effects introduce more challenging decisions about which bugs you might want to swat.



[Appears on the '1']
If a 9 appears anywhere in the row this card's value gets +9 (making it a 10 value).

[Appears on the '2']
At the end of the round, draw another card from the deck and place it with this one. Add the values of both cards to get your total value. Any additional card effects on the added card are ignored, only its value is added.

[Appears on the '5']
If you win the round with this card, it counts as 2 Splats. In addition to scoring this card, take another card face-down from the deck in front of you to show this.

[Appears on the '6']
After Swatting this card, look at the top card of the deck. You may choose to place it face-down under this card or return it to the bottom of the deck. If placed it under this card, reveal it at the end of the round as your card, ignoring the 6.

[Appears on the '9']
No effect during the round. Whenever this card would go into the discard pile, instead shuffle it into the deck. If it is claimed as a Splat, instead that player takes the top card from the deck face-down as a replacement and shuffles this card back into the deck.

Game End

Once a player has achieved 3 Splats (won 3 rounds), they are the winner.