

Make a Splash

Designed by Mandela F-G and Ellie Dix

2-4 players | 30 minutes | Age 8+

Components:

- Box with 16-section insert
- Launch platform
- 48 normal fish
- 12 dotted fish
- 8 colourless stones
- 36 coloured stones
- 4 score markers
- 1 octopus
- 2 bags

Set up:

- Place the box lid to the side of the play area.
- Place the box base in the centre of the table.
- Place the octopus in one of the four central sections of the board.
- Put 3 normal fish in each box section at random. Keep the dotted fish in a bag to the side of the space.
- Place the launch platform next to the board.
- Each player chooses a colour and places their score tracker on the star space on the edge of the box.
- Each player takes the following stones:
 - 4 players: 8 coloured stones (drawn at random from the bag) and 2 colourless stones.
 - 3 players: 10 coloured stones (drawn at random from the bag) and 2 colourless stones.
 - 2 players: 12 coloured stones (drawn at random from the bag) and 3 colourless stones.
- Randomly select a starting player.

How to play:

Players take turns moving clockwise around the table.

On your turn:

- Choose one of your stones to skim. The two colours on this stone will be the active colours for your turn.
- Move the launch platform to your chosen position. You may rotate the board.
- If you have a dotted fish, you may choose to play it by placing it in any section of the board you choose. The dotted fish act the same as other fish from now on. You may place multiple dotted fish on a single turn if you have them.
- Place the stone on the launch platform. Flip or flick the stone from the platform with the aim of landing it in one of the sections of the board.
 - If the stone lands off the board, discard it to the box and take a dotted fish from the bag. You can use your dotted fish on any future turn.
 - When the stone lands in a board section 1st) Score the fish then 2nd) Scatter the fish.

- *Score the Fish:* Multiply the number of fish of the active colours in the section by the distance the section is away from the platform. So if you land your yellow/blue stone in a section in the furthest away row from the platform where there are 1 yellow and 3 blue fish, you will score $(4 \times 4) = 16$.
- *Remove the stone and scatter the fish:* Pick up all the fish in the section with your stone and scatter them randomly in a clockwise direction in the sections surrounding your stone (including diagonally). You may start in any section and keep going until you run out of fish. Place the stone back in the box.
- If your stone lands in a board section that contains an octopus:
 - Either remove the octopus and the stone you used. Then take another turn. This time, you double your score. After distributing the stones as normal, move the octopus to one of the other central sections.
 - Or score as usual and when you distribute the stones, move the octopus to another one of the four central sections.
- Pass the platform to the next player.

End Game:

The game ends immediately when one player reaches the end of the scoretrack or when the last stone has been skimmed. The player with the most points wins.