SPLASH!

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10-20 min 6+ 2-6 players

Game rules

Game components

30 wooden pieces (5 different shapes in each of 6 colors), 14 water drop tokens.

Game setup

Place the wooden pieces in a pile in the center of the table. Place the water drop tokens next to them. Then distribute the pieces among the players as follows: each player in turn (proceeding clockwise) takes a piece from the pile until all pieces have been distributed (each player should have the same number of pieces). You are now ready to start the game!

Note: For a 4-player game, to ensure that each player has the same number of pieces, stop picking pieces when only two pieces remain in the pile. Put these two pieces back in the box.

Tip: Try to choose pieces with different shapes and colors.

Game sequence

The first player starts the game by giving one of their pieces to the player on their left (player 2).

Player 2 must place this piece on the table, forming the base of a tower. Then Player 2 gives one of their pieces to the player on their left, who continues building the tower. And so on.

Giving and placing new pieces:

Each new piece must be placed on top of the highest uncovered piece in the tower that is the same shape or the same color. It must not touch the table or any other pieces. During their turn, the active player MUST (if possible) give the player on their left a piece that can be placed legally (i.e. matching the shape or color) at the top of a tower. If a player does not have a suitable piece in their own stock, they must choose one from another player's stock and give it to the player on their left. If nobody has a piece that can be placed legally, the player may give any other piece from their stock to their neighbor.

After placing a piece...

If the tower is still standing: play continues.

If the tower has fallen down (Splash!): The player who gave the piece that forced their neighbor to collapse a tower receives one water drop token. The highest tower on the table will now form the base of a new tower. If there are now several towers of the same height or just separate pieces lying on the table, the player who collapsed the tower chooses which tower (or piece) will become a new base. Then this player collects all the other pieces that fell on the table and adds them to their stock. In any case, the player takes a maximum of 3 pieces: if more than 3 pieces fell onto the table, the player adds any 3 to their stock and puts the remaining pieces back in the box. The player who collapsed the tower then gives a piece from their stock to the player on their left and play resumes.

End of the game

The game ends:
• **Either** when a player successfully places the last piece from their stock, in which case that player is declared the winner.
• **Or** when a player collects 3 water drops; similarly, that player is declared the winner.

Variant: Teams

In the game for 4 or 6 players you may try a team variant. The players divide to form 2 or 3 teams and the members of each team seat opposite each other, face to face. Now you have to be even more careful and try not to let down your team! When any of the players places their final piece or collects 3 water drops, their whole team wins the game!

Notes

Try to play carefully and avoid jogging the table. However, if a tower falls down without any obvious action by any of the players and it is unclear who is to blame, simply collect the fallen pieces and put them back in the box. If someone collapsed the tower during another player's turn they collect the pieces that fell on the table, following the rules for the player who collapsed the tower.