

Ab in den Pool!
Ab in den Pool! (Into the pool!)
Ravensburger, 1999
designed by Heinz Meister
translated by Pitt Crandlemire

Whoever laughs last, laughs the best...

A casual tossing game for 2-6 water rats from 6-99 years.

Contents:

18 wooden figures (6 colors, each color having figures numbered 1, 2, and 3)
1 sheet of stickers
1 pool bottom
6 color chips

Goal of the game

Each player tries inconspicuously, for as long as possible, to keep figures of his color from falling into the pool while also shoving in figures belonging to the other players. Whoever is the last to have any figures of his color left standing safe and dry at the edge of the pool wins the game.

Before the first game

Before the first game, punch the pool bottom out of the cardboard frame and place it in the pool. Carefully remove the round color chips from the frame, as well.

Stick the sticker with the question mark on the space at the edge of the pool (refer to the illustration).

Then, carefully stick the number stickers on the bottom of the figures. In each color, there are 3 figures, one each with the numbers 1, 2, and 3.

Before starting

Before starting, put all the figures in the spaces around the edge of the pool - mixing all the colors and with the numbers face-down. Note: all the figures are placed around the pool, regardless of the number of players.

The round color chips are mixed and each player receives one, which they look at secretly to determine their color. Players may refer to their color chip at any time during the game. Unused color chips are removed from the game.

The pool party begins!

The youngest player begins. He turns over any figure so that all players can see the number on the bottom. Now he moves the figure to the left or to the right as many spaces as the number on the bottom.

Players may move any figure.

If the figure lands on a space containing another figure, then the figure standing there is shoved into the pool. The figure that was moved remains in the vacated space.

Play continues clockwise. The next player chooses a figure, reveals the number on the bottom, and moves it to the left or right accordingly. As figures are shoved into the pool in the course of the game, fewer and fewer will remain standing at the edge of the pool.

If all 3 figures belonging to any player should end up in the pool, he turns over his color chip and, unfortunately, is out of the game.

What happens with the ?-space?

If a player moves a figure on or over the question mark space, he may, if he wishes, guess which color one other player has. If he does this, there are 2 possibilities:

The guess is correct:

If the player making the guess is correct in guessing the color belonging to another player, that player turns over his color chip and all of his figures are shoved into the water. He is then out of the game.

The guess is wrong:

If the player making the guess is incorrect in guessing the color belonging to another player, the guessing player must turn over his color chip as punishment. All of his figures are then shoved into the pool and he is now out of the game!

End of the game

The winner is the player who is the last one to have any of his figures standing safe and dry at the edge of the pool, i.e. all the other players have already uncovered their color chips and have been eliminated from the game. If there are less than 6 players playing, the winner then gets to freely shove in all the figures that didn't belong to any player.