

# Floaty Fight!



The classic two-player guessing contest. Suitable for ages 6 to 99.

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## Contents

2 magnetic game boards, 10 magnetic floaty tiles in 2 colors, 2 dry-wipe marker pens, 1 dry-wipe cloth, 1 set of instructions

## Aim of the game

The player who first discovers all of the opponent's floaties wins the game.

*Before the first game:*

*Gently push the magnets (floaty tiles) out of the panels and dispose of the cardboard surrounds.*

## Game preparation

Place one board in the lid of the box and one in the bottom. One player is given the lid, the other the bottom. You each pick up a marker pen and the five floaty tiles that match the color of the grid on your board (1 single, 2 doubles, 2 triples).

Each player then secretly places the five floaty tiles on the squares of his or her grid (i.e. the larger one).

### The following rules apply:

- You cannot place more than one floaty tile on any single square.
- Arrange the tiles vertically or horizontally, not diagonally.
- There must be at least one unoccupied square between tiles.

The right way



The wrong way!



## How to play

Players take turns guessing. The player who most recently floated on a floaty begins. If this does not settle the starting order, the younger player begins.

Let the battle commence! Try to find where your opponent has placed his or her floaties.

Guess a square where you think they may have placed a floaty. State the column (color of the umbrella) and the row (number on the starting block), e.g. "Red 4".

Your opponent must tell you whether there is a floaty or part of a floaty on this square.

ENGLISH

- **Have you hit one of your opponent's floaties?**

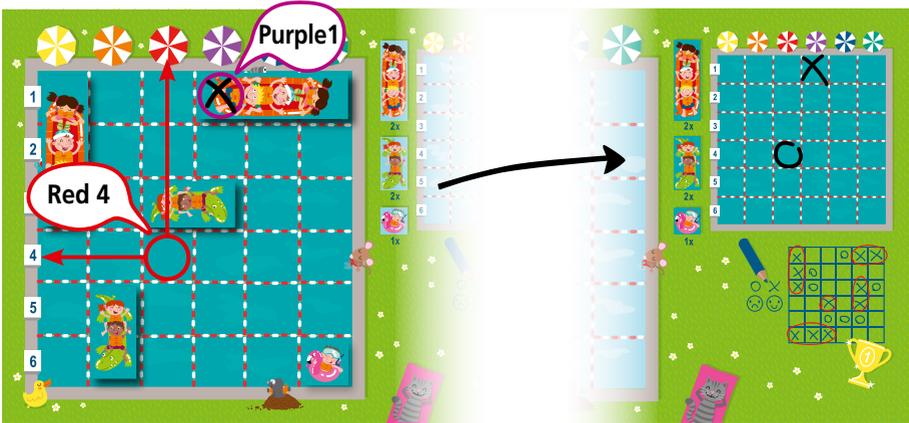
Good for you! Use your pen to mark the corresponding square on the smaller grid (on the right-hand side of your board) with a cross.

Because you guessed correctly, you've earned another turn. Your opponent must meanwhile mark the part of the floaty tile that has been hit with an X.

- **If you didn't score a hit, never mind.**

Mark that particular square with a circle.

Now it is the other player's turn.



Players are obliged to report when one of their floaties has been completely discovered, i.e. the whole of the tile has been marked with crosses. He or she then removes the floaty tile from the board.

## End of game

A player wins when he/she discovers all of their opponent's five floaties.

*After the game, remember to wipe the boards clean with the cloth supplied.*