

Kersplatt!

Rules

2-4 PLAYERS AGES 6+

CONTENTS:

4 STICKS OF COLOURED DOUGH*
PLAYING BOARD
50 CARDS

OBJECT OF THE GAME: Be the first player to get 2 of your dough playing pieces from the **START** to **HOME**.

SET-UP: Choose a colour of dough. Your **START** space and **HOME** space will be the ones matching the colour of dough you chose.

LET'S MAKE SOME DOUGH PLAYING PIECES!

- 1 Take some **DOUGH**
- 2 Roll it into a log (about 1 cm in diameter and 10 - 12 cm long.)
- 3 Pinch off pieces of the log to become at least 4 **DOUGH** pawns about 3 cm long, so that they can stand up on end.
- 4 Stand 4 of them up on your **START** space. Place the rest of your **DOUGH** to the side.
- 5 Shuffle the card deck and place it face down on the centre of the board.

PLAY: The youngest player has first turn, and turns then pass to the left.

To begin your turn, you first draw a card. If it is a coloured number card, you may take one pawn from your start space and move it out onto the path. You advance your pawn clockwise to the nearest empty space matching the colour of the card, or to the nearest empty space matching the number of the card, your choice. Usually you will want to advance your pawn to the further of these two choices.



COLOURED CARD

When you have at least one pawn out on the path, and draw a coloured number card, you have a choice of advancing one of these pawns further along the path, again by matching either colour or number, or you may bring out another pawn.

If you draw a Choice of Two Colours card (showing two different colours), you may advance to the nearest empty space of either colour. Usually you will want to advance your pawn to the colour space that advances your pawn the most.

If you draw a KERSPLATT or Colour card, you can advance a pawn to the nearest empty space matching that colour, or you can take your hand and hold it about two inches above your START space. You then travel along the path until you come to the first opponent's pawn on the path. You push down on that pawn and KERSPLATT! you flatten it. Once a pawn has been KERSPLATTED, it stays there to the end of the game, and the space becomes a dead space that is skipped over for the rest of the game.

KERSPLATT RULE: If one or more of your pawns get KERSPLATTED, then you must immediately make enough new pawns out of more DOUGH, so that you again have a total of four pawns standing up. Place these new pawns on your START space.

Remember you may not move one of your pawns onto a space already occupied by one of your pawns, an opponent's pawn, or a KERSPLATTED pawn.

After drawing one card and making one play, your turn is over.

GOING HOME: Your HOME is the HOME space matching your colour. Only your pawns can enter the last three spaces leading to your HOME space, so that you are safe on these last few spaces. Once one of your pawns is HOME, it stays there and is safe for the rest of the game. To move a pawn into HOME, you need to draw a card that matches the colour HOME space.

THE WINNER: Be the first player to get two of your pawns home, and you win the game.

FOR YOUNGER PLAYERS: All the rules remain the same, except that players each make a total of two DOUGH pawns. After one pawn has been brought out from START, this pawn may not be moved again until the player's other pawn is also out from START. The player always makes a new DOUGH pawn when one of his or her pawns either makes it to HOME or gets KERSPLATTED.

CHOICE OF
2 COLOURS
CARD

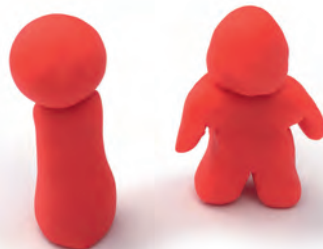


KERSPLATT OR
COLOUR CARD

EXAMPLE
PAWNS



Have fun and be
creative with
your dough!



* PLEASE NOTE: To help extend the lifetime of your coloured dough, always store it in the pots provided. Dough may dry out in time and become unusable. If this happens other coloured doughs are available from all good toy shops.