



CROCODILE POOL PARTY!



Wild party in hotel swimming pool!

Overview

Twelve swimmers frolic in the luxurious hotel pool, six belong to each player. The true nature of the swimmers is revealed only when the players turn them over - then, they become vicious crocodiles! Then the hunt begins: crocodiles against swimmers and other crocodiles! But, the more the swimmers turn into crocodiles, the more tactical the game becomes. The winner is the player who keeps his head and everything else in the dangerous crocodile-filled pool.

Goal

The player who brings the most swimmers and crocodiles to safety at his end of the pool is the winner!

Contents

1 game board, 12 two-side tiles (swimmer/crocodile)

Preparation

- Before the first game, carefully remove the tiles from their frame.
- Place the game board on the table between the players, so that each player has the short side of the board with steps of their color at their end of the pool.
- Each player takes the 6 tiles in his color and shuffles them with the swimmer side up, so the crocodile side with the numbers is hidden.
- For the first game, simply place the swimmers on the board as shown above.
- In later games, the players take turns placing their swimmers on the board until all twelve have been placed. Each player has four rows where he may place his



swimmers, marked with his color. Two rows are marked with a single stone on the border. There, a player may place one swimmer per row. In the two rows marked with two stones on the border, a player may place 2 swimmers in each row, but on different spaces.

- Red starts, and then the players alternate turns.

Playing the game

A player must, on his turn, move one of his tiles:

- A) he moves one of his swimmers, or
- B) he turns over one of his swimmers and moves the revealed crocodile, or
- C) he moves one of his previously revealed crocodiles.

A) Moving a swimmer:

a player may move a swimmer one or two spaces horizontally or vertically. He may move his swimmer forwards, backwards, or to the side, and may change direction once (a right-angle turn) during the move. He may only move the swimmer through empty spaces and may only end his turn on an empty space.

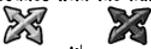
B) turning a swimmer into a crocodile and moving it:

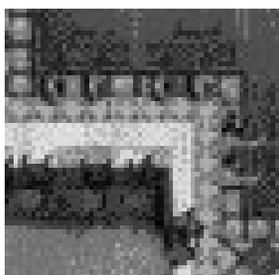
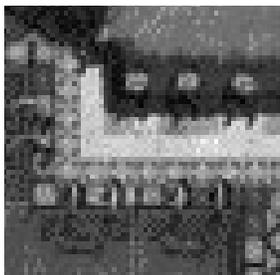
a player may turn over one of his swimmers, revealing the crocodile side and placing it back on the space where the swimmer was. Then, he must move this crocodile (see below for crocodile movement).

C) moving a crocodile:

a player may move one of his crocodiles, using the movement rules below:

Movement rules for crocodiles:

- The player must move the crocodile its full movement - the number shown on the tile. Less movement is not allowed.
- The player may only move the crocodile through empty spaces. He may not jump his crocodile over filled spaces.
- He may move the crocodile forwards, backwards, or to the side:
 1. The player may move crocodiles with the numbers "2", "3", "4" or "5", vertically, or horizontally, and may change direction once (right-angle turn).during movement.
 2. The player may move crocodiles with the number "1" horizontally, vertically, or diagonally. 
 3. The player may move crocodiles with the number "6" vertically, or horizontally, and may change direction twice (right-angle turns) during movement, but may not return to the same space on a turn.
- The player may end his crocodile movement on a space with his opponent's swimmer or crocodile. In this case, the crocodile eats the swimmer or crocodile and is placed on top of it.
- By eating opponent's swimmers and crocodiles, a player may create a stack of tiles with his crocodile on top. A stack of tiles belongs to the player whose crocodile is on top and is treated as though it were a single tile of that player. When the crocodile is moved, the player moves the entire stack as one, using the normal movement rules for crocodiles. A stack may be eaten, and, of course, the crocodile on top may continue to eat. There is no limit to the height of a stack.



The player's pool bar: at each end of the pool are three spaces with steps, by which swimmers and crocodiles may leave the pool and reach the pool bar at that end of the pool. To reach safety, a player must move his swimmer or crocodile to his pool bar (the pool bar counts as one space). Also, he must move the swimmer or crocodile there using its full movement (swimmer = 1/2). Remaining movement may not be ignored!

- The first player who moves tiles to his pool bar must move a stack with at least 2 tiles in it.
- After this first move, either player may move single swimmers or crocodiles to their pool bars, as well as stacks to their pool bars.

Game end

As soon as there are just tiles or stacks of tiles in the pool for one player, the game ends. Each player counts the number of tiles on their pool bars, regardless of whose tiles they are. The player with the most tiles is the winner. If the players tie, they sum the numbers on the crocodiles on their pool bars and the player with the higher sum is the winner.



Because the game plays so quickly, players may want to play several games in a row, keeping track of scores and summing those scores after several games to determine the winner. For subsequent games, the loser of the previous game is the starting player.

The Author:

Rudi Hoffmann works as an illustrator. He has been designing games for 40 years that are simple, original, and fun to play. His success with Tally Ho! has led him to Crocodile Pool Party, his second game in our series of 2-player games.

Development: TM-Spiele

Graphics: Franz Vohwinkel

Editing/Translation: Anna & Jay Tummelson

© 2003 KOSMOS Verlag

Rio Grande Games

PO Box 45715

Rio Rancho, NM 87174

www.riograndegames.com

e-mail: riogames@aol.com

Art-Nr: 692629

All Rights Reserved

Author and publisher thank all those who helped with play testing and rules reading.

