



JOEL & RAFAEL ESCALANTE



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TURTLE SPLASH!



Rulebook

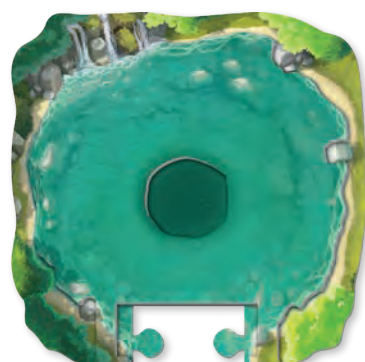


OVERVIEW AND GOAL OF THE GAME

On this beautiful sunny day, all the animals of the jungle have arranged to meet each other at the lake for a game of hide-and-seek. But the turtle is late, as always! In order to quickly meet with her friends, she decides to slide along the river, splashing everywhere to drive her friends out of their hiding places. The first player who finds all the hidden animals will win the game.



CONTENT



1 Lake board



1 River track



2 removable barriers



4 Swim ring tokens



12 Ball tokens



1 Turtle token



4 personal boards



Front

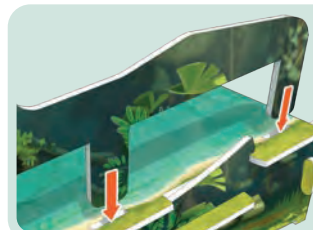
Back

12 Animal tiles

SETUP

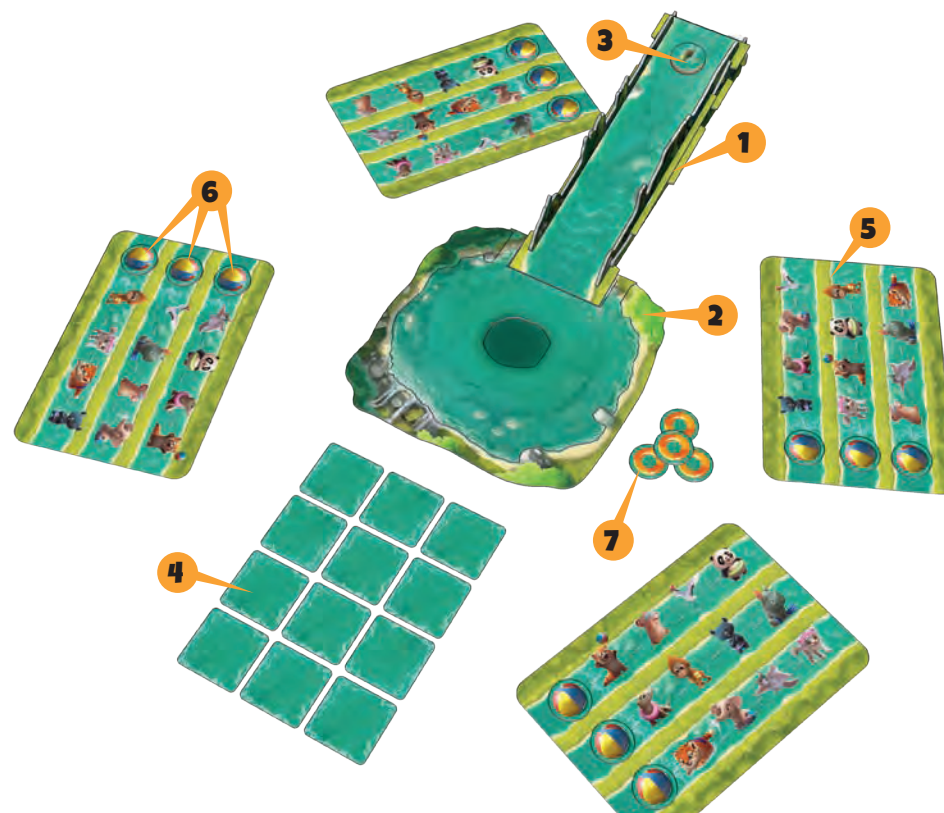
Assemble the **River track** ① and the **Lake** ② and place them in the middle of the table, along with the **Turtle token** ③. Shuffle the **12 Animal tiles** ④ face down and place them in a 3 x 4 grid. Each player takes a **personal board** ⑤ and 3 **Ball tokens** ⑥. They place them on each ball space of their board. Place the 4 **Swim ring tokens** ⑦.

The last player who was late becomes the first player, and the game continues in clockwise direction.



NOTE:

In order to adapt the difficulty level, you can add or remove barriers!



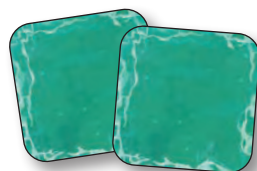
A GAME TURN

The active player tries to slide the Turtle token towards the center of the lake with a flick of their finger.

- If the **Turtle token** doesn't reach the Lake (meaning it doesn't touch the blue areas), the player flips **1 Animal tile**.
- If the **Turtle token** lands on the edge of the Lake (light blue area), the player flips **2 Animal tiles**.
- If the **Turtle token** reaches the center of the Lake (dark blue area), the player flips **3 Animal tiles**.

NOTES:

- If the Turtle ends in between two areas, consider it as being on the best area of the two.
- If the Turtle token stops on the River, it hasn't reached the Lake and therefore the player flips 1 tile.



X2

Example: since the Turtle is halfway on the light blue area of the lake, Simon can flip 2 Animal tiles.

The active player tries to advance their Ball tokens. In order to do so, they must flip the **Animal tiles** that correspond to the visible animals on the spaces immediately to the right of their Balls.

All players must be able to see **the flipped tiles** so they can memorize them.

When a tile matches one of the animals they are looking for, they can advance their Ball token on the corresponding row **to the next space**.



Example: Simon is looking for the panda to advance his token on row 1, the elephant to advance the token on row 2, and the orangutan to advance the token on row 3.

NOTES:

- It is not necessary to finish a row before starting the others; all of them can be worked on simultaneously.
- It is possible to advance more than one space on the same row if the corresponding Animal tiles have been flipped during the same turn.

When a player can't advance any of their **Ball tokens** because they didn't find the corresponding animals, they receive a **Swim ring token**.

This token allows them to flip one additional **Animal tile** during their next turn. Once used, return it to the general supply.



Example: During his turn, Simon hasn't flipped the orangutan, the panda or the elephant. Therefore, he cannot advance his Ball tokens and instead he receives 1 Swim ring token.

Then, the player flips all **Animal tiles** face down and the next player's turn begins.

END OF THE GAME

The first player that manages to get their 3 Ball tokens to the last space of each row on their personal board wins the game.



Example: a finished personal board.



**ALL THESE SWIMMING ANIMALS LIVE IN THE JUNGLES AND FORESTS OF ASIA.
DO YOU KNOW THEIR NAMES?**



TURTLE



SNOW LEOPARD



FLYING SQUIRREL



RHINOCEROS



WHITE CHESTED BEAR



KOMODO DRAGON



ELEPHANT



RED CROWNED CRANE



ORANGUTAN



PANDA



RED PANDA



ILI PIKA



TIGER



WARNING! Not suitable for children under 3 years old. Contains small parts that could be swallowed. Keep this information and address for future reference.

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