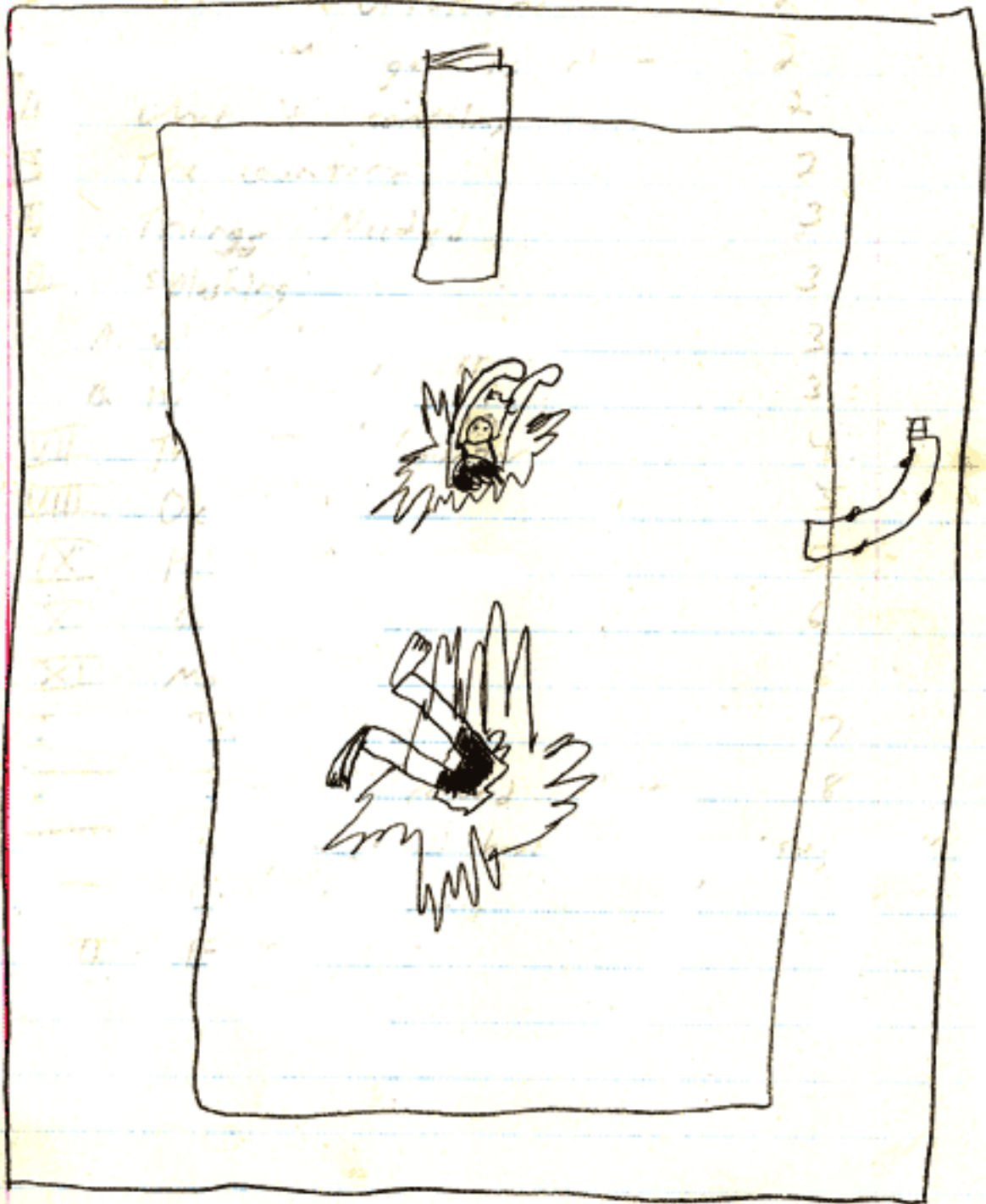


# POOL PARTY

By: Brian Lauvray



 RL Games

Ages 8 and up  
for 2-8 players

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## The Invitation

You have been invited to a  
pool party on Thur night at Cindy Wilsons.  
107 Paul Drive  
call 972-4386  
7:00

## What the game is about

you are at a pool party one of  
you is it and you must escape him or  
be it you have 10 splashes and so does  
He get hit 5 times and well you know  
your --- off its to outfil --- your, your, your  
Out.

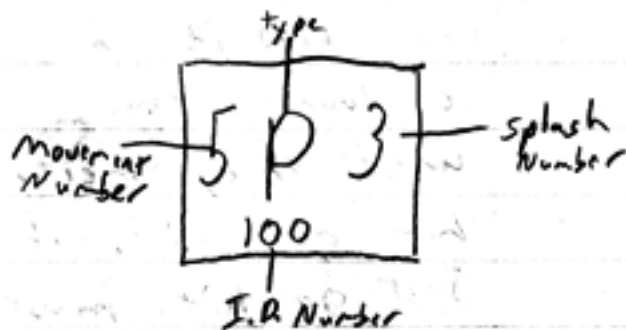
## What it contains

- 1 rule book
- 1 map
- 1 sheet of 30 counters
- 1 clock sheet
- 1 reference sheet

## The Counters

- P = Player
- E = thief counter
- O = Obstacle
- H = Hiding Area
- B = Base
- T = Turn

## Parts of A counter



## Things Needed

1 rule book

1 map

1 sheet of counters

1 clock sheet

1 release sheet

paper and pencil and eraser

## No Dice Needed

## Splashing

A player can only splash someone when they are less than 4 squares a part (1-3)

## When Splashing Happens

When 1 player decides to splash another player's counter

## How to splash

When a character splashes another simply take his splash number and look on the splasher's column then take the counter get splashed splash number and find it on the counter getting splashed column then follow both columns until they meet, that will tell it it is a hit or miss, if it is a hit, the player that's just got hit must fill in one square on his hit column, when all four squares are filled in then the player is out of the game.

### Splashing continued

The player that just splashed. No matter whether hit or miss must fill in 1 square in his splash column when all ten squares are filled in the player can splash no more.

### The It counter

Put all the players first names in alphabetical order. This is the order the players will go in. Then take 1 less player counter than the number of players and put the it counter with them. Turn them up side down and shuffle them around. Then all the players pick one. The player with the it counter will be it. If player with the It counter gets into the same square as a other players counter with out being splashed then that player is out. If the it counter is splashed it must stop movement where it is.



## Obstacles

Obstacles can be used as much as the players want any where from 0 to 15 obstacles can be on the board at one time. Obstacles if used are placed on the board at the start of the game at Random and are not moved through out the entire game. Counter can not move through squares containing Obstacles.

## Hiding Areas

Can be used also as much as liked. From 0 to 5 are allowed on the board at one time. Hiding places are put on the board at the start of the game at random, and are not moved through out the entire game. To hid in a hiding place simply move your counter to it, (By using your movement factor it may take a couple turns). and place your counter under the hiding place counter, you can only stay in a hiding place one (1) turn

## BASE

Using Base is optional. If a base is used its spot is picked at random at the starting of a game, and is Not Moved through out the entire Game. to get on a base simply move your counter to it, (using movement number of course it may take a couple turns). Then place your counter under it. while on base splashing don't affect that counter either does the it counter. The IT Counter Can NOT Guard Base a counter can only stay on Base for 2 turns. each time a counter gets on Base on Base square is "filled in" when all Base squares are filled in that counter can not longer get on Base.

## Movement

A counter can move the same number of squares squares as his movement Number or the left hand Number on the counter.

# Time

after each turn the turn counter is moved up one, when it reaches 30 the game is over. If no one has won yet then it is called a tie. If some one wins before all 30 turns are up then the game is over, to win a player must have eliminated all other counters.

## turn sequence

1. Player 1 moves
2. Player 2 moves
3. Player 3 moves
4. Player 4 moves
5. Player 5 moves
6. Player 7 moves
7. it counter moves
8. splashing
9. Turn counter moved up one



Example record sheet

Player's Name: \_\_\_\_\_

Counter color: \_\_\_\_\_ counter #: \_\_\_\_\_

5 Hiding:

Hit:

Base:

What you should have at the start of each game

- 1 counter
- 1 pencil and eraser
- 1 record sheet (top filled out)

List of Counters

Type	Number of	End Numbers
Player	7	100-106
IT	1	200
Obstacles	15	300-314
Hiding	5	400-404
Base	1	500
turn	1	turn

For Hardest

For Hardest try this,  
2 players, all 15 obstacles, No hiding, No Base

# Reference Sheet

## Splash table:

	1	2	3	4	5	6	7	8
1	Miss	Miss	Hit	Hit	Hit	Miss	Miss	Miss
2	Hit	Miss	Miss	Hit	Miss	Hit	Miss	Hit
3	Hit	Hit	Hit	Miss	Miss	Miss	Hit	Miss
4	Hit	Hit	Hit	Hit	Miss	Miss	Miss	Miss
5	Hit	Miss	Hit	Hit	Hit	Miss	Miss	Miss
6	Hit	Hit	Miss	Hit	Hit	Hit	Miss	Miss
7	Hit	Miss	Hit	Miss	Hit	Hit	Hit	Miss
8	Hit	Hit	Miss	Hit	Hit	Miss	Miss	Hit

## types + counter) Parts of a counter

**P** = Player

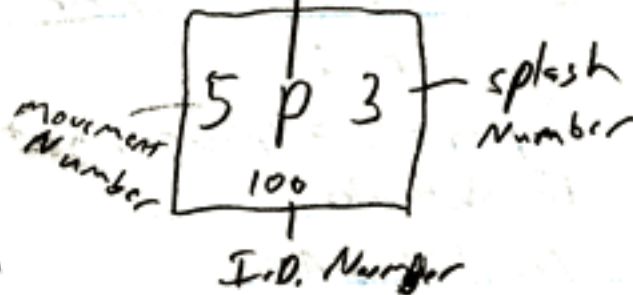
**I** = It

**O** = Obstacle

**H** = Hiding Area

**B** = Base

**T** = Turn



## Turn sequence

1. Player 1-7 move
2. It move
3. splash
4. turn counter moved up

END

Thank you

for coming

to my

POOL PARTY

Good tactics

can you

stay in

and

still win.

HA!

HA!

HA!

# Reference Sheet

## Splash table:

	1	2	3	4	5	6	7	8
1	Miss	Miss	Hit	Hit	Hit	Miss	Miss	Miss
2	Hit	Miss	Miss	Hit	Miss	Hit	Miss	Hit
3	Hit	Hit	Hit	Miss	Miss	Miss	Hit	Miss
4	Hit	Hit	Hit	Hit	Miss	Miss	Miss	Miss
5	Hit	Miss	Hit	Hit	Hit	Miss	Miss	Miss
6	Hit	Hit	Miss	Hit	Hit	Hit	Miss	Miss
7	Hit	Miss	Hit	Miss	Hit	Hit	Hit	Miss
8	Hit	Hit	Miss	Hit	Hit	Miss	Miss	Hit

## types + counter parts of a counter

**P** = Player

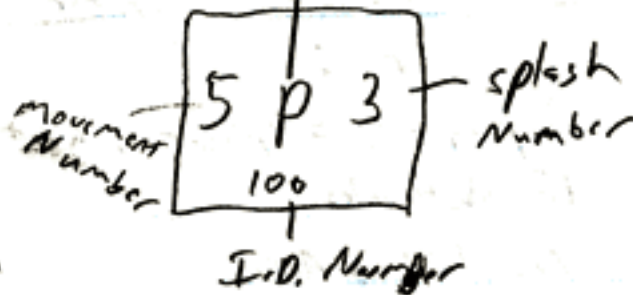
**I** = It

**O** = Obstacle

**H** = Hiding Area

**B** = Base

**T** = Turn



## turn sequence

1. Player 1-7 move

2. It move

3. splash

4. turn counter moved up

# Clock sheet

1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

7 P 6

100

3 P 7

101

3 P 5

102

8 P 1

103

6 P 8

104

~~4 P 1~~

~~105~~

5 P 5

106

8 I 8

200

- O -

300

- O -

301

- O -

302

- O -

303

- O -

304

- O -

305

- O -

306

- O -

307

- O -

308

- O -

309

- O -

310

- O -

311

- O -

312

- O -

313

- O -

314

- H -

400

- H -

401

- H -

402

- H -

403

- H -

404

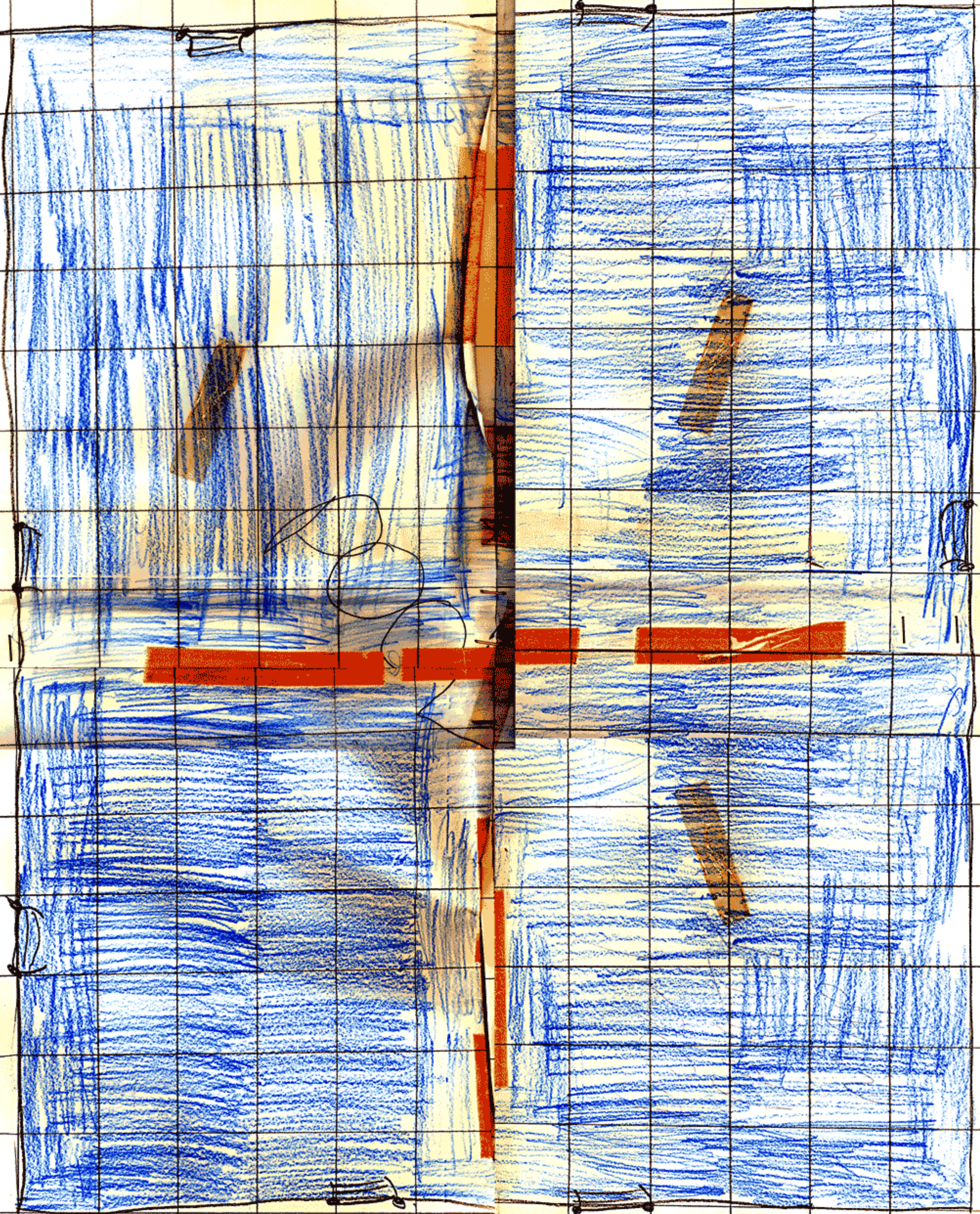
- T -

turn

- B -

500

Cement



Cement

⌋ = Ladder

Cement

POOL/PARTY



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