

## Fly-swatter

a fast action game  
for 2 to 8 players aged 7 and up

### OVERVIEW

Players turn over cards in clockwise order. Equipped with a fly-swatter, the players try, at the same time, to swat the most valuable flies.

At game end, the player with the highest valued flies is the winner.



### CONTENTS

1 rule booklet  
112 cards:

- 96 fly cards  
(16 each in the colors red, yellow, green, blue, purple, and orange; in each color there are 2 each valued 1 and 5, and 4 each valued 2, 3, and 4)
- 16 fly-swatters



### PREPARATION

Shuffle all cards well and place them face down.

*Note: players wanting a shorter game should, after shuffling the cards, remove several cards from the game without looking at them.*

Divide the cards equally amongst the players into face down stacks. It matters not if some players have 1 or 2 cards more than others.

**Note: the players take their stacks face down without looking at the cards!**

Each player places his draw stack face down before himself (in his play area).

### PLAYING THE GAME

The fastest player begins.

#### TURN OVER CARDS

On a player's turn, he turns over the top-most card on his face down stack.

So that he does not get a sneak peek at the card, he turns it over away from himself: towards the middle of the table.

Thus, another player may actually see the card before the turning player does. However, if the player is careful to turn the card fast enough, no player will have the advantage to see it before he or the other players.

#### IS IT A FLY?

When the player turns over a fly, he places it face up in the middle of the table with other fly cards. He may not place it so it covers any other face up cards there. All cards in the middle of the table must always be visible.



#### IS IT A FLY-SWATTER?

When the player turns over a fly-swatter, **all** players try to swat flies.

Then, the player removes the fly-swatter from the game, placing it back in the box.



#### 5 DIFFERENT COLORS = 1 FLY-SWATTER

When there are flies of four different colors face up in the middle of the table, and the player turns over a fly in a **fifth color**, the players try to swat flies, just as though the player had turned over a fly-swatter.

Afterward, the player removes the fly with the fifth color, that acted as a fly-swatter, from the game, putting it back in the box.

*Example: 9 flies lie face up in the middle of the table: 5 red, 2 yellow, 1 green, and 1 purple. The player turns over a blue fly. After all players have finished swatting flies, the player places the blue fly back in the box, out of the game.*

### SWATTING FLIES!

To swat a fly, a player must place one of his hands flat on top of **one** fly card and leave it there. The player may use both hands and, thus, catch two flies at once!



**Exception:** with 5 or more players, each player may use only one hand.

In every case, the players may only swat at flies in the color that is **most prevalent** amongst the face up cards in the middle of the table at the time. If there are two or more colors that are equally most prevalent, the players may swat these colors as though each was most prevalent.

*Example:*  
*There are 9 flies face up on the table: 3 red, 3 green, 2 blue, and 1 purple. The players may only swat at the red and green flies.*

*The numbers on the flies are used for scoring at game end.*

After all players have finished swatting flies, the players check to see if the flies are allowed.

If a player has swatted a fly in the allowed color, he has won the card and places it face down in his play area.

The player is careful to place won cards in a separate stack from his draw stack as he will score for the won cards at the end of the game.

If a player has swatted an unallowed card, the card remains in the middle of the table and the player, as a penalty, must place his most-recently won fly face down under his draw stack. If the player has won no fly cards yet, he is fortunate and pays no penalty for his misdeed.



If several players swat the same fly, the player whose hand is under the others wins the card.

### GAME END

The game ends after a player turns over the last card in his draw stack.

### SCORING

Each player sums the values of the flies he has won. The player with the highest total is the winner.



If several players tie with the highest total, the player among them with the most cards won is the winner. If there is still a tie, the player rejoice in their shared victory or play another round.

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