



BATIK®

Gigamic

PRESENTATION AND PREPARATION

- One upright translucent game board, 9 light coloured pieces, 9 dark coloured pieces.
- A draw will decide who plays the light coloured pieces and who plays the dark coloured ones.
- The two players position themselves facing the game board and place their pieces in front of them (fig.1).

ONE GAME**PURPOSE OF THE GAME**

To force the opponent to play a piece that sticks out above the upper edge of the board (fig.2).

HOW THE GAME IS PLAYED

The light colour begins. Each player in turn chooses one of his pieces, then inserts it into the board (fig.3) and lets it fall.

A piece may not be "forced" into the board, it must be dropped.

One is not allowed to move the board to change the position of the pieces already played.

END OF A GAME

The first player to play a piece which sticks out above the upper edge of the board, loses the game (fig.2).

PLAYING TIME

A few minutes.

A MATCH**PURPOSE OF A MATCH.**

To force the opponent to run out of pieces, so that he cannot finish the running game.

HOW TO PLAY A MATCH.

The players play successive games.

At the end of each game, the piece sticking out of the board is taken out of play; it remains out of play for the further games.

The winner of a game starts the next one.

END OF A MATCH

A match ends when one of the players cannot continue the current game.

As soon as a player has run out of pieces, he loses; the other player is the winner.

PLAYING TIME

5 to 20 minutes.

