

# BATIK

Kid



Gigamic



## SETTING UP

A draw determines which player plays orange and which player plays yellow. The 2 players face the tank with their fish laid out in front of them (Fig. 1).

## PLAYING A GAME

### **OBJECT OF THE GAME**

To force your opponent to play a fish that sticks out over the top of the tank (Fig. 3).

### **PLAYING THE GAME**

The player playing yellow begins. Each player in turn chooses one of his fish. He inserts it into the tank and lets it drop: the player must drop his fish without pushing it. The fish must not be forced into the tank (Fig. 2).

### **WINNING**

The first player to play a fish that sticks out over the top of the tank is the loser (Fig. 3).

## PLAYING A MATCH

**OBJECT OF THE GAME:** To force your opponent to run out of pieces, so that he cannot finish a game.

### **PLAYING A MATCH**

The players play several successive games (see above).

At the end of each game, the fish sticking out of the tank is taken out of play. It remains out of play until the end of the match. The winner of a game starts the next one.

### **WINNING**

The match ends when one player has no fish left to continue playing. His opponent is the winner.

