

# Splatter

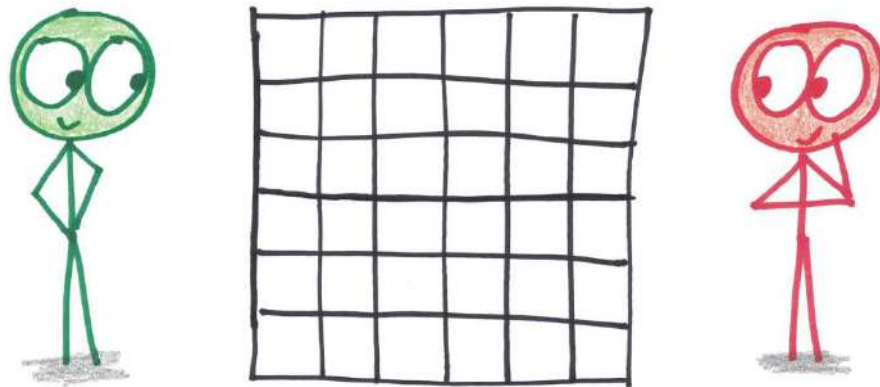
In the game's first phase, you'll place paint bombs. This phase is open-ended, full of choice.

In the second phase, you'll splatter those bombs. Here, the choices are more limited; the game takes on more of a puzzle flavor.

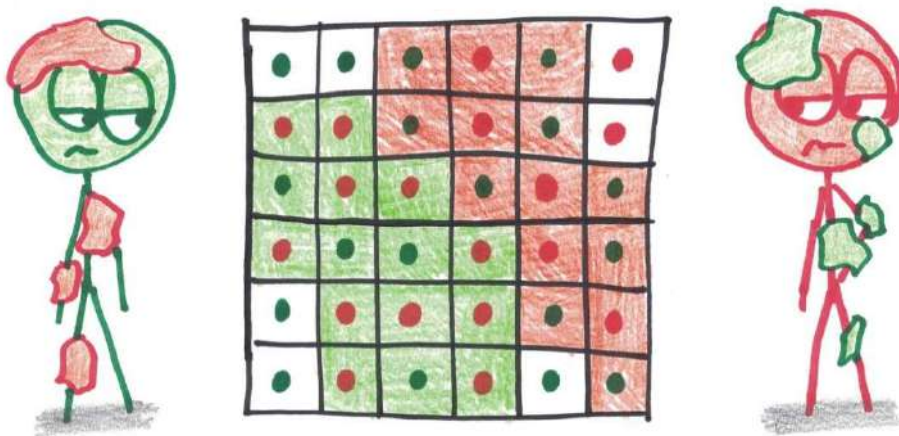
The question is this. Can you make the right decisions in Phase 1, to yield a solvable puzzle for yourself in Phase 2?

## How to Play

**What do you need?** Two players, two colors of pen, and a 6 by 6 grid. (But if you've only got one pen, you can make do with ●'s and O's.)

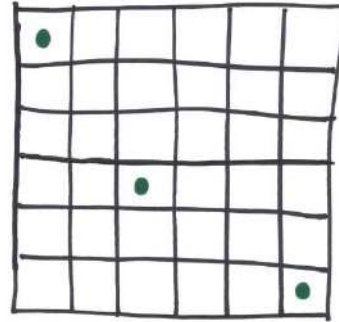


**What's the goal?** Eliminate all of your opponent's paint bombs before they eliminate yours.



## What are the rules?

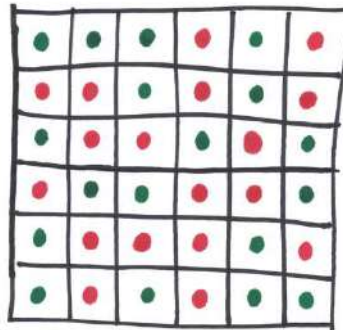
1. **Take turns placing paint bombs.** It's a little slow if you place them one at a time, so instead, you can place **three each turn**.



2. Keep placing until the board is full. Then, **whoever placed second gets to splatter first**.



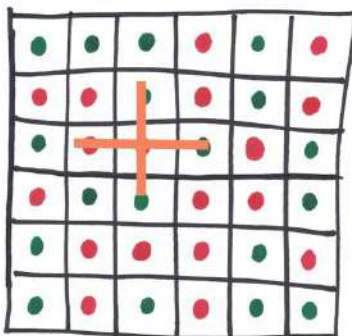
first to place



first to splatter

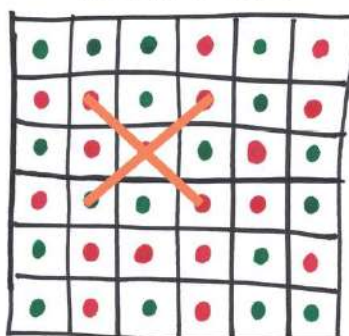
3. To splatter, **pick one of your own bombs**, and **select any of the three splatter patterns**. The bomb and all its splattered neighbors are effectively eliminated from the game.

ORTHOGONAL



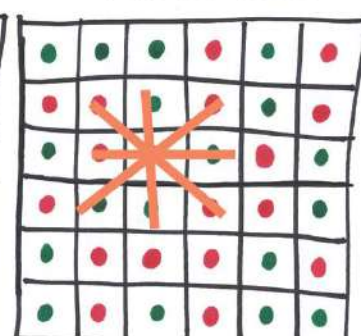
splatter neighbors  
to the North, South,  
East, and West

DIAGONAL



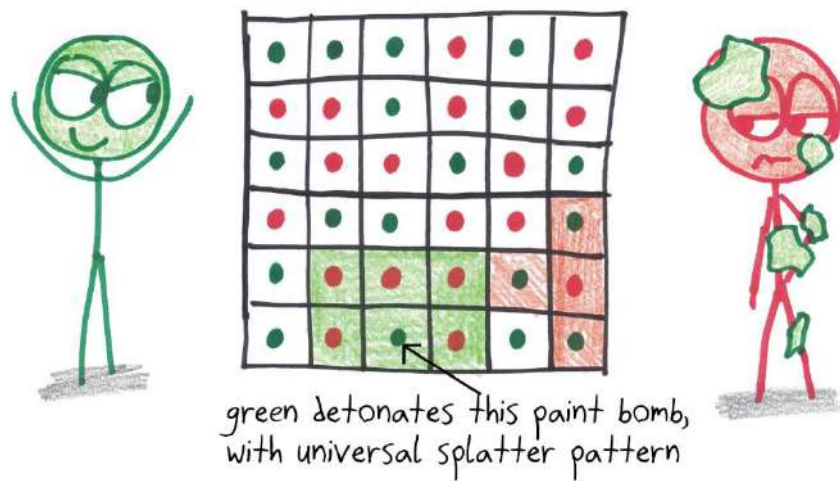
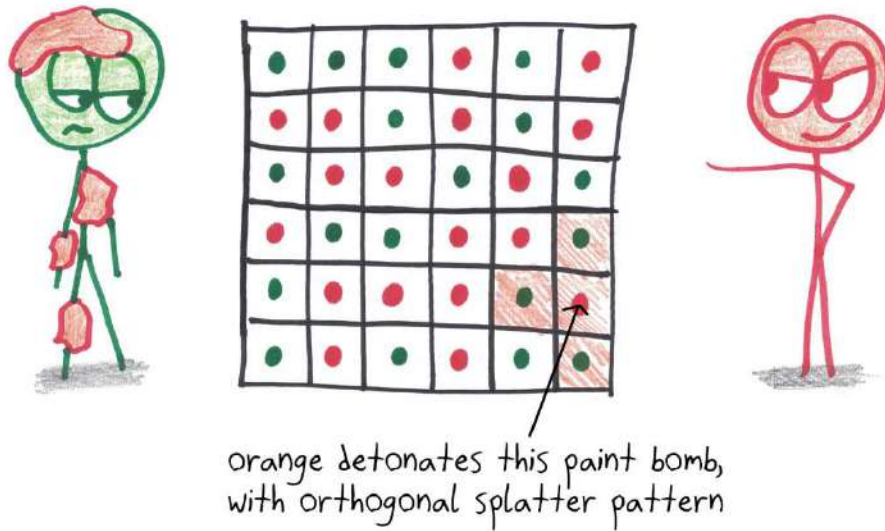
splatter neighbors to  
NE, NW, SE, and SW

UNIVERSAL



splatter all neighbors

4. **Take turns splattering.** You cannot skip or pass your turn. Pick your splatter so as to eliminate as many of your opponent's squares (and as few of your own) as possible.



5. **Last color standing** is the winner.

