

## Colorful Ottokar

### Lots of fun with threads and colorful legs!

|                       |   |
|-----------------------|---|
| <b>Game type:</b>     | Threading   |
| <b>Players:</b>       | 2 – 6 children. Ages 3 +  |
| <b>Contents:</b>      | Ottokar, the octopus with 6 tentacles,<br>24 hemispheres in 6 colors, 1 color dice,<br>instructions |
| <b>Author:</b>        | Design.Direct Kratz/Leipf   |
| <b>Illustrations:</b> | Barbara Kinzebach   |

#### Game preparations

To start with, the youngest player chooses his/her color, then the game goes round in a circle.

With **2 players**, each player can take **3** colors.

With **3 players**, each player can take **2** colors.

With **6 players**, each player has **1** color.

With **4 and 5 players**, each one has **1** color, the remaining colors are not used.

At the start of the game, each player has the pieces in the chosen color(s) in front of him. Colorful Ottokar is in between the players.

#### Aim of the game

Each player tries to be the first to thread his hemispheres onto Ottokar, the octopus. The one who manages this has won.

#### Version 1

The oldest player starts, followed by the others, going round in a circle. Each player has one throw of the dice. If a player throws his **own** color, he may take a hemisphere in this particular color and thread it onto an octopus leg.

Before the game, the players can decide whether each color has its own leg or whether they prefer to thread multi-colored octopus legs. This has no influence on the result of the game.

If a player throws **another** color on the dice, he/she loses their turn and the next player tries his/her luck.

#### End of the game

The game is over when the first player has threaded all his hemispheres onto Ottokar. This player has won.

#### Version 2: „Build“ or „steal“ balls

The oldest player starts, followed by the others, going round in a circle. Each player has one throw of the dice. Unlike version 1, each color in the game has its own octopus leg – the colors may not be mixed. The direction of the hemispheres is also important: two hemispheres are to be threaded on in such a way that they produce a **complete ball**. In this way, two complete balls result in a leg. If a player throws his own color(s), he may thread a hemisphere in this color onto an octopus leg. This leg is then „occupied“ by this color. The first hemisphere is threaded on with the **round side first**.

But a single hemisphere on an octopus leg can be lost again! If a player throws **someone else's color**, he must check to see whether there is a single hemisphere in this color threaded on. If this is the case, he may pull this hemisphere off the octopus leg and give it back to its owner. If there is no loose hemisphere threaded on in this color, nothing happens and it is the next player's turn.

As soon as two hemispheres of the same color (resulting together in a complete ball) have been threaded on, they are „safe“ and cannot be pulled off anymore. So each player not only looks at his own color when throwing the dice, but checks after each throw whether someone else's hemisphere – on its own on an octopus leg – can be pulled off.

#### End of the game

The game is over when the first player has threaded on all his hemispheres. This player is the winner.

**Selecta toys wishes you much fun threading!**