

Example 2: 3 red, 3 green, 1 blue, and 1 violet fly are already lying on the table. The active player reveals a yellow fly – this is the fifth colour. Now all players are allowed to catch the red and the green flies, since these two are currently the most represented among the face-up cards.



END OF THE GAME

The game ends after one player has revealed the last card and, if applicable, flies have been caught once again. All cards that are still lying face up on the table are put on the discard pile. The scoring takes place.

SCORING

Each player adds up the numbers on the jerseys of the flies in his winning stack. The player with the highest total wins.

In case of a tie, all players play another round of Fliegenklatschen immediately.

VARIANT

Before starting the game – especially with 2 and 3 players – players can agree to eliminate a few cards at random, face down, and put them back into the box in order to shorten the playing time.



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FLIEGEN KLATSCHEN



No sooner do you see them than they're already gone. No matter whether it's a meagre „1“-fly or a fat „5“-bluebottle – whenever the flyswatter turns up, it's crucial to strike quickly! In this turbulent action card game, you need to be faster than your opponents.

GAME MATERIALS

112 game cards:

16 blue Fly cards

16 yellow Fly cards

16 green Fly cards

16 violet Fly cards

16 orange Fly cards

16 red Fly cards

16 Flyswatter cards



GAME IDEA

In turn, players reveal cards. If a flyswatter comes up, all players simultaneously try to catch the fattest possible bluebottles. In the end, the player with the most valuable flies overall wins.

SET-UP

Thoroughly shuffle all game cards face down, and spread them randomly on the table.

COURSE OF THE GAME

Play proceeds clockwise. The youngest player becomes the starting player.

On your turn, you reveal one card of your choice on the table. The turned-over card can be a Fly card in one of six colours or a Flyswatter card.

In order not to give yourself an advantage, you reveal the card in such a way that its front side is directed away from you as you turn the card over.



When are players allowed to catch flies?

If you reveal a **Flyswatter card** or if there are flies in **5 different colours** ying on the table after you have revealed the new card, players are allowed to catch flies.



What flies may be caught?

Players may catch only flies in the colour that is the one most represented at the moment among the face-up cards. If this applies to several colours, players may catch flies in any of these colours.

Important: All flies show a number from 1 to 5 on their jersey. If you have a choice, you should catch a fly with a higher number; it is worth more at the end of the game.

Attention: Some flies camouflage themselves among the coloured card backs better than others. So look carefully!

How do you catch flies?

Now, all players may simultaneously slap with the flat of the hand on a card in order to catch the fly depicted.



With **5 to 8 players**, players may **slap with 1 hand** and catch **1 fly**.



With **2 to 4 players**, players may **slap with 2 hands** and catch up to **2 flies**.

When all possible flies have been caught or when all players have slapped, players first leave their hands on the cards. Now they check whether they are allowed to put the caught Fly cards on their individual winning stack.

If somebody has caught a fly in the right colour, he places the card face down on the winning stack in front of him. If several players have slapped on the same Fly card, the player whose hand is at the bottom gets the card.

If somebody has slapped on a card of a wrong colour, the card simply remains where it is. However, as a penalty, this player has to give up the last Fly card he captured and move it from his winning stack onto the discard pile; if that player has no card in a winning stack, he is lucky – he doesn't have to give up anything. The discard pile is formed outside the playing area, and its cards are out of the game.

If a Flyswatter card has triggered the fly-catching, it is now put on the discard pile.

The fly-catching is now over. Beginning with the player who is the next to have his turn, players, in turn, continue revealing cards until they are again allowed to catch flies.

Example 1: 5 red, 2 yellow, and 1 violet fly are already lying on the table. The active player reveals a Flyswatter card. Now all players are allowed to catch the red flies, since they are currently the flies most represented among the face-up cards.

