



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.

