BUBBLE TROUBLE

Small sea creatures are playing hide and seek in the coral reef. But beware - a terrible shark is up to no good in the nearby canyon.

Oh no, that curious little sea horse is swimming towards the dangerous canyon! Help bring the sea horse back to the safety of the reef with your bubbles.

Game components:
1 coral reef mat
1 shark canyon mat
7 sea creatures (cardboard)
14 bubbles

Aim of the game

In this game, everyone is playing together as a team to bring as many sea creatures back to the safe coral reef as you can. You do this by skillfully throwing the bubbles so they cover one of the creatures.

Game setup

1. First pick a large flat area on the floor to play. Put the coral reef (A) and shark canyon (B) mats so they are facing each other and at least 4 steps apart.

2. Next, choose 5 sea creatures and place them in a line along the center of the playing area. Don't let any of them touch another creature though!

3. Pick any 10 bubbles of your choice and share them with the team as evenly as possible. Everyone should have at least 2 bubbles. For now, ignore the creatures on the bubbles.

You may set a time limit to make the game even more thrilling. If so, try 5 minutes for a start.

How to play

Everyone lines up next to each other behind the coral reef mat, and then taller players and adults take 1 step backwards. In each round everyone can throw their bubble in any order they like, or even all at the same time if you want! The game proceeds in rounds until no sea creatures are remaining in the playing area.
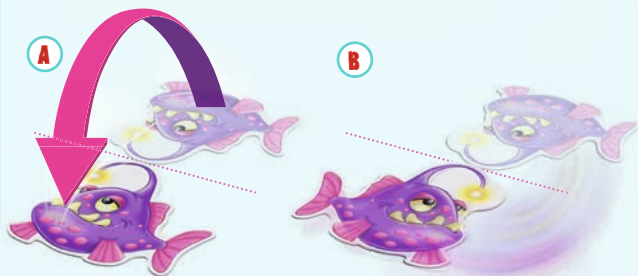
Round Sequence

1. Throw your bubbles

Everyone throws a bubble and tries to make them land on one of the creatures. You have to stay behind the coral reef mat when throwing. The bubbles remain where they land until the end of the round.

2. Move the sea animals

Now, each creature not touching a bubble is moved **towards the shark canyon.** Take it carefully between your fingers, and flip it over (A) or rotate all the way around (B). If it is touching the canyon after you move it, put it **back into the box** - it's disappeared in the canyon!

(A)   **(B)**

Each creature touching at least 1 bubble moves towards the reef. Carefully remove the bubble(s) from it, then flip it over or turn it around (just like above) but now towards the reef. Each creature can only move once, no matter how many bubbles it touches. If it touches the reef, place it **off to the side** - it's now safe from the shark!

Pick up all the bubbles and share them again like before, then start a new round.

Game end

The game ends when a round finishes and there aren't any sea creatures left in the playing area. Any creatures who swam to the canyon are exploring it. They find out that the shark isn't so terrible - it was only looking for friends to play with!

The creatures outside of the playing area make it back to the coral reef with the help of your team's bubbles. Now, count how many creatures you helped!

Scoring

1 creature
Did you play with your eyes closed?

2 creatures
Not bad. Did you practice secretly?

3 creatures
Well done, that's more than half of them!

4 creatures
Very good - you clearly know the trick!

5 creatures
Excellent, you are true underwater champions!

Feeling like real pros?
Then try playing with all 7 creatures and get all 7 to the reef!

Variant

When picking bubbles to start a game, only use bubbles that show a sea creature on the playing area.

If a creature is touched by at least one bubble that shows **this creature**, it now moves **towards the reef**. The other creatures move towards the shark canyon.

Pegasus Spiele