

- For 2 - 4 Players
- From 5 Years
- About 20 Minutes

LAGOONIES

THE UNDERSEA SEARCH GAME

Who will find the hiding sea sprites?

In the enchanted lagoon, the cheerfully mischievous sea sprites are up to their usual antics. These underwater ghosts — like Margie, Lisa, Don, Al, Luke, and Bob — have all sorts of tricks up their fins! Sometimes they bother the big ghost octopus Ed a little too much. When this happens, Ed reaches out his long tentacles and twirls them around, stirring up a whirlpool of bubbly trouble. The sea sprites aren't strong enough to swim against the whirlpool current. They are swept up and spun all around the fizzing foaming reef.

Can you use your magical bubble goggles to find your sea sprite friends and pick them out from the look-alikes? Dive into this shimmering underwater world to capture the most slippery sea sprites. Capture nine and you win!

It's easier said than done. These slimy creatures are blobs of confusion. You might think you spot Bob, the blowfish ghost, but then when you look closer, you see it is really Luke, the snail ghost. It takes a keen eye to outsmart these aquatic look-alikes.

Let's go fishing!

Luke

Margie

Al

Don

Lisa

Bob

Ed

KOSMOS

Contents:

- 1 Lagoon game board
- 1 Large spinning disk
- 1 Small spinning disk of sea sprites
- 1 Ghost octopus spinner handle
- 14 Bubble lenses
- 60 Sea sprite tokens (10 of each type)
- 3 Ghost octopus tokens
- 4 Starfish markers
- 1 Die
- 1 Rulebook

Rocky reef with viewing window
and ghost octopus spinner

Sea sprite

Arrow for spinning
direction (clockwise)

Sea sprite
hiding hole

Lagoon holes

Starfish

Ghost octopus
tokens

Lagoon game
board

Sea sprite tokens

Die

Bubble lens

These lenses make up your magical bubble goggles,
which let you spot the underwater sea sprites.




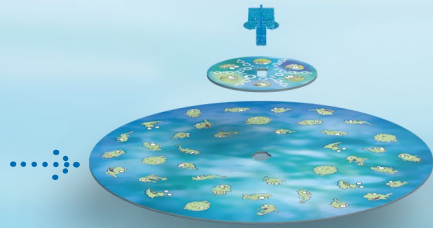
WARNING:

CHOKING HAZARD — Small
parts. Not for children under 3 yrs.



Before the first game

First, take the game materials out of the box and carefully separate the cardboard pieces. Dispose of leftover cardboard.  Then, build the turntable: Carefully push the rotary spindle through the small spinning disk and then through the large spinning disk. Make sure that the fish and sea sprites are facing upwards.



Before each game

Before each game, you must prepare the game board. Place the turntable with the fish and sea sprites in the center hole and push it gently down into place.

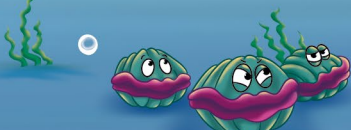


Spread out all of the sea sprite tokens on the large spinning disk with the fish.

Important: The tokens must be placed flat next to each other. They must not overlap each other or cover any part of the small spinning disk. The plates should not be tilted or uneven. The three ghost octopus tokens are only used for the game variant (see page 6).



Place the lagoon game board into the box over the turntable with the tokens on it. Gently push it down until it snaps into place. Place the bubble lenses with their curved sides facing upward onto the lagoon holes. Place the ghost octopus spinner handle onto the center spindle of the turntable. The turntable rotates in the direction of the arrow until a sea sprite appears in the viewing window. Do not press it down when spinning. **IMPORTANT:** Make sure that the bubble lenses fit well into the holes so they do not slip. Play in a well-lit area.



Each player chooses a color (red, yellow, green, blue) and takes the starfish of that color. Set unused starfish aside. Place the box with the game board in the center of the table so that each player sits in front of the corner matching his or her starfish color and can see the viewing window in the rocky reef.

For 2 players: Each player gets two starfish. Player 1 plays with green and blue. Player 2 plays with red and yellow. Place the box with the game board between you so that both players have their player color in sight.

Game goal

The first player to catch nine sea sprites wins!

For 2 players: The first player to catch 18 sea sprites wins (nine in each hiding hole).

Let's begin!

The youngest player starts. A round goes like this:

1. Roll the die and spin the octopus
2. Search for the matching sea sprites
3. Place your starfish
4. Pick up the matching sea sprites
5. Pass the die

1. Roll the die and spin the octopus

Roll the die. Spin the octopus on the turntable in the direction of the arrow. Spin the octopus as many times as indicated by the roll of the die. So if you roll a two, turn the turntable with the octopus two times — passing one sea sprite and stopping on the second sea sprite that shows through the viewing window.

Important: Count the sea sprites that pass through into the viewing window.

2. Search for the matching sea sprites!

Now look to see which sea sprite appears in the viewing window, and call out the name or type of the sea sprite (see page 1): Margie (seahorse), Lisa (jellyfish), Don (mustache), Luke (snail), Bob (blowfish), or Al (eel). At the same time look for the matching sea sprite in the lagoon, but without lifting any of the bubble lenses. You must look through the bubble lenses to find the matching sea sprites. With some luck, you'll find a lot of matching sea sprites under one bubble lens.

IMPORTANT: Look from above or from the side through the bubble lenses. Change your viewing angle to see more clearly. Be careful not to obstruct the views of the other players.





3. Place your starfish

Once you think you have located one or more matching sea sprites, quickly place your starfish on the corresponding bubble lens. When all of the players have placed their starfish on a bubble lens, the hunt is over. If you did not see the matching sea sprite through any bubble lenses, place your starfish on any free bubble lens. With a little luck, the sea sprite is hiding underneath!

IMPORTANT: You may not put your starfish on a bubble lens that already has another player's starfish on it. Place your starfish quickly to prevent the other players from taking the best bubble. A starfish cannot be moved after it is placed.

For 2 players: Each player places his or her two starfish on two different bubble lenses.

Tip for Pro Lagoonies: When all players except one have placed their starfish, you end your search. While the other players count to ten, the last player must quickly decide on which free bubble lens to place his or her starfish. When the countdown ends, he or she cannot place the starfish any more and misses the chance to pick up sea sprites in this round.

4. Pick up the matching sea sprites

All of the players who have placed their starfish now have a chance to fish for sea sprites, starting with the player who rolled the die. Remove your starfish from the bubble lens, lift up the bubble lens, and look through the lagoon hole at the tokens on the spinning disk to see if the matching sea sprite is hiding there.

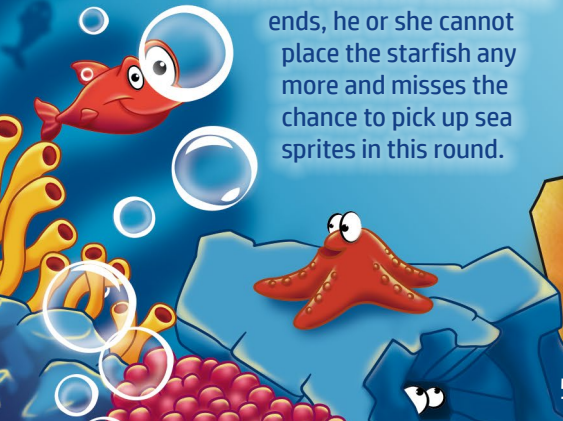
If you discover one matching sea sprite (or more than one) in the hole, fish it (or them) out of the hole with your fingers. Put all of the matching sea sprites that you collect from the lagoon hole into your sea sprite hiding hole in the corner of the board. You are allowed to move any of the other sea sprite tokens in the hole around with your fingers if you need to. You are also allowed to slide or pry any partially visible matching sea sprite tokens out from under the edges of the lagoon hole. So even if you don't see a matching sea sprite token right away, you can try to fish around one.

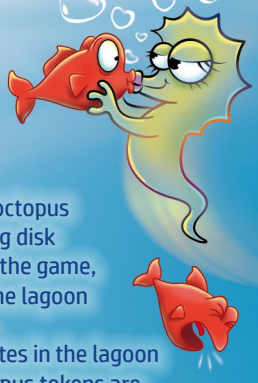

If you don't find a matching sea sprite in a round, you do not collect any tokens in the round.

Finally, when you are done fishing for sea sprites, place the bubble lens on the lagoon hole again.

IMPORTANT: Other, non-matching sea sprite tokens might be pushed around in the process of fishing. This can be

WARNING! Never leave the bubble lenses unattended in the sun. The lens can concentrate beams of sunlight and cause a fire! Put the bubble lenses back into the box after playing. This way, they are also protected from scratches. Never look directly at the sun either with the naked eye or with the bubble lenses. There is a risk of blinding!





good or bad for you or your fellow players. Be careful not to pick up a non-matching token. If you do, you'll have to put it back in the lagoon hole.

For 2 players: The player who rolled the die fishes for matching sea sprites in both of their lagoon holes first, then the other player fishes in both of their lagoon holes. You can decide for yourself which of your two hiding holes to put your tokens in. If one of your hiding holes is full, start filling the second hole.

5. Pass the die

Pass the die to the next player in the direction of the arrow on the spinner. This starts a new round.

Game end

The player who collects nine sea sprite tokens first wins! If one player reaches nine tokens, the current round is still played to the end, giving the other players a chance to catch up. If more than one player collects nine sea sprite tokens, these players tie for winner!

For 2 players: The first player to fill both of their hiding holes with nine tokens each (18 total) wins. Again, the round is played to the end.

Game variant: Ghost octopus

Distribute the three ghost octopus tokens on the large spinning disk during game setup. During the game, the ghost octopus blocks the lagoon holes in which he appears. You cannot fish for sea sprites in the lagoon holes where the ghost octopus tokens are visible. During your turn, place the sea sprite tokens you collect on the table in front of you, not directly into your hiding hole. If you happen to find a ghost octopus while fishing, you have to put all the tokens you found in this round back into the hole. The octopus tokens remains in the whirlpool. If you stop fishing voluntarily without having found a ghost octopus, you may put all the collected sea sprites into your hiding hole.

Tip for families: When adults and children play together, you can have the game variant rules apply to the adults only.



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