SUPER FLY™

P.1 P.5 P.9

BZZZ, BZZZ! THERE ARE WAY TOO MANY FLIES IN HERE! CATCH AS MANY AS YOU CAN WITH THE FLYSWATTER AND BE NAMED THE GREATEST FLY CATCHER AROUND!

Components

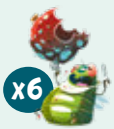
5
FLYSWATTERS

11
FLY CATCHER TOKENS

1
FIRST PLAYER TOKEN

36
FLY CARDS
in 6 different colors

Baby flies



Hungry flies

Queen flies

Sleepy flies

Romantic flies

Turbo flies

Game set-up

1. Each player gets a Flyswatter.

2. The player who does the best fly impression takes the first player token and places it in front of them.

3. The first player shuffles the Fly cards and gives 1 to each player, including themselves face down.

4. The first player then places as many cards as there are players, minus 1, face-up in the center of the table.

For example, if there are 4 players then 3 cards will be placed on the table. The cards shouldn't be too close to each other.

5. The first player places the Fly Catcher tokens off to one side.

6. Finally, the first player places the rest of the Fly cards face down on the table to form the draw pile.

Object of the Game

Be the first player to have 3 Fly Catcher tokens.

Gameplay

The game is played in several rounds.

Each round, you will try to pick up a maximum of 5 Fly cards (1 each turn) to build the biggest set (the one with the most cards) and win the Fly Catcher token.

There are 3 ways to build a set:

1 You can make a set of flies of the same color, regardless of the numbers on the cards.

2 You can make a set of flies of the same number, regardless of their color.

3 You can make a set of flies of several different colors and different numbers.

BE CAREFUL *the cards must all have different colors and different numbers from each other. No color or number can be repeated in this set.*

How to collect Fly cards ?

Pick up your Flyswatter and look at the cards that are face up on the table and the card you have in your hand.

At the signal of the first player (which could be "1, 2, 3, bzzz!", or even "Superfly!") and at the same time as the other players, quickly place your Flyswatter on the card that you want to collect.

There are two possible situations:

▹ **You were the only one to place their Flyswatter on the Fly card:**

Bravo! You take the card and add it to your set.

▹ **Several players placed their Flyswatters on the same Fly card:**

Battle! The player with the higher value showing on the die in their Flyswatter takes the card and adds it to their set.

WARNING! In either case, if the value on a die inside of a Flyswatter is the same as the number of the card it's on... disaster! That fly is squished! The card is automatically discarded, and no one can take it.

What if the dice are the same?

It is possible that, during a battle, two or more players get the same value on their die. If this happens, and only if this happens, the players exchange all the cards they have in their hands. They cannot pick up the Fly card that they placed their Flyswatters on. However, a third (or fourth!) player may still have claim to the card, using the usual rules.

If there are more than two players with the same number on their dice on the same card, each player passes their hand clockwise to one of the other players who had the same number on the same card.

Once all players have recovered their cards, the other cards on the table are discarded.

Once all the cards have been picked up or discarded, a new game round starts: the player to the left of the first player becomes the new first player. They take the first player token and discard any remaining cards left in the middle of the table.

They then draw one fewer card than the number of players and place them in the center of the table, face up. Once all the players are ready, the first player gives the fly catching signal to start the next round!

! *When the draw pile is empty, shuffle all the previously discarded cards to create a new draw pile.*

TIP ***You can also keep the cards from your own set face up in front of you. This will make it easier the first time you play.***

End of the round

If one or more players have 5 cards in their hands, they must announce it to the other players.

The other players have one more turn to pick up another card. Only players who have fewer than 5 cards may participate in this final turn: **no player may have more than 5 cards in their hand.**

For this final turn of the round, place the same number of cards in the center of the table as in previous rounds (total number of players minus 1). There can therefore be as many cards on the table as players participating in the final turn, or even more.

A few extra notes on using the Flyswatter:

1 Each time you use the Flyswatter, the die in the middle of it must get shaken up and rolled.

2 It must stay on the Fly card until the results of that turn have been determined.

3 If you don't want any of the cards on the table (if they don't interest you), you don't have to place your Flyswatter on a card.

4 However, if you want a card but you don't place your Flyswatter on it at the same time as the other players, you are out of this turn, and you can't pick up a Fly card.

Once the last turn has been taken, the players reveal the cards in their hands and show off their fly sets.

The player with **the biggest valid set** wins the round, regardless of the values on their cards. No set type is more powerful than another.

That player takes a Fly Catcher token. If multiple players have a valid set with the same number of cards, they each get a Fly Catcher token.

The 1st set has 4 cards that are all the same color (green), the 2nd set has 5 cards that are all of different value and color. The 2nd set wins a Fly Catcher token!

End of the game

The first player to collect **3 Fly Catcher tokens** wins the game.
If multiple players have 3 tokens at the same time, they are all declared the winners.

A note from the authors and the team

Anja and Thomas: a huge thank-you to all our playtesters (whether family, friends, or kids) who encouraged us with their feedback and their suggestions.

The whole team at LOKI would like to thank the Ludres school and the primary section of the Franco-Hellenic high school of Athens for their active participation in the playtesting process and for their feedback on the game.

Credits

Designers: Anja Dreier-Brückner and Thomas Brückner
Illustrator: Stéphane Escapa
Project Lead: Aurélie Raphaël

Graphic Designer: Allison Machepy
Copy Editor: Alain Wernert, Dr Vargo
3D Designer: Xavier Taverne and Ples
Translator: Timothy Marcroft

©2020 IELLO USA LLC, LOKI, SUPERFLY and their logos are trademarks of IELLO USA LLC under permission from IELLO.

Contact for North America : IELLO USA LLC,
5550 Painted Mirage Rd, Suite 320, Las Vegas, NV 89149, USA.
Phone: +1 (702)-818-1789 / Mail : info@iellogames.com
Follow us on : www.iellousa.com

WARNING! This product contains small parts that can be swallowed and may not be suitable for children under 36 months.
THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 3 YEARS OF AGE OR YOUNGER.