

WELCOME TO  
STARLUX  
Pool Party



Get ready for the new way to have fun in the pool: with glow-in-the-dark lights! These cards show you how to play ten different swimming games using your kit.

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Pool Party

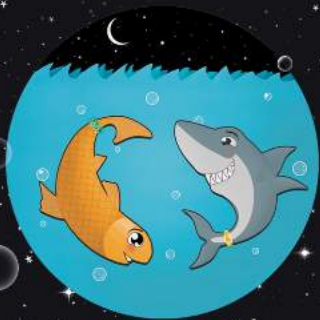
Remember, BE SAFE!

- All swimming safety precautions apply to these games!!!
- Never play in complete darkness
- Only swim with adult supervision
- No running around the pool
- No jumping into the water
- If you get tired, rest on dry land
- No grabbing players, scratching or pulling bathing suits

If you have ANY problems with the game,  
we're here to help! Contact us at  
[StarluxGames.com/contact](http://StarluxGames.com/contact) or  
(209) 837-3389.

# SHARKS AND MINNOWS

Are you "hungry" enough to "eat" your friends?



3-5 players  
(regular)



3-12+  
(variation)



5-35+  
minutes

# SHARKS AND MINNOWS

**SETUP:** Pick one player to be the Shark who wears all the Glow Bracelets. All other players are Minnows. Start with the Minnows on one side of the pool and the Shark on the other.

**TO PLAY:** Count down "Three, two, one, GO!" The Shark then tries to eat (tag) as many Minnows as possible. Each Minnow who's tagged before reaching the opposite side of the pool becomes a Shark for the next round and wears a Glow Bracelet. Repeat playing until all the Bracelets are handed out. Then pick a new Shark.

**VARIATION:** To add more players, start with Minnows wearing the bracelets. As they get tagged, they pass the bracelet to remaining Minnows—until all are tagged and the game resets.

# TREASURE HUNTERS

Dive below and steal the lights to win!



**4-6 players**  
(regular)



**3-7**  
(variation)



**5-45+**  
minutes

# TREASURE HUNTERS

**SETUP:** Divide into orange and green teams. Both teams select one player to be the "Dropper." This player begins the game holding their opponent's Dive Diamond. The other players wear Glow Bracelets of their team's color. All players line up together on one side of the pool.

**TO PLAY:** The Dropper from each team swims to the opposite side of the pool and releases the Dive Diamond. As soon as one Dropper returns and touches the original side of the pool, the game begins! The first team to retrieve their team's Diamond and raise it above the water wins.

**VARIATIONS:** If teams are uneven, have the odd player drop both Dive Diamonds into the water. You can also play without teams, where only one Diamond is dropped and whoever gets it first wins.

# FROGS ON THE LILY PAD

Can you sneak  
past the Alligator?



3-12+ players



5-30+  
minutes

# FROGS ON THE LILY PAD

**SETUP:** Place the Relay Lights at opposite sides of the pool. Select one player to be the Alligator, who should wear two green Glow Bracelets. All other players are Frogs and start out touching one of the two Relay Lights.

**TO PLAY:** Frogs earn a point every time they swim from one light to another. They're safe when touching the light – but are out if an Alligator tags them. The player with the most points at the end wins. Use a time limit if necessary. The Frog with the most points becomes the Alligator for the next round.

**VARIATION:** Tagged Frogs become “Frog Ghosts.” They remain in place where they're tagged but can help block (but not touch) the Alligator to help the living Frogs survive.



# FLOWER PUSH RELAY

Use your face to win  
a floating relay race!



4-12+ players



5-30+  
minutes

# FLOWER PUSH RELAY

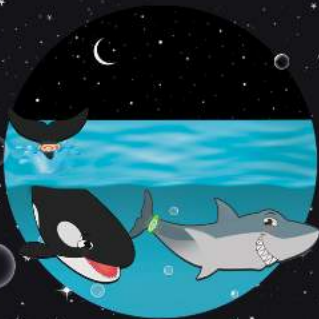
**SETUP:** Divide into orange and green teams and put on Glow Bracelets. Half of each team goes to one side of the pool and half goes to the other. All swimmers must start out touching the pool's edge. Begin with the team's Relay Light directly in front of one player from each team.

**TO PLAY:** Count down "Three, two, one, GO!" The front swimmer of each team then "pushes" the Light to the other side using their head and chest only. Teammates on the other side keep touching the pool's edge until the Light arrives, then one of them pushes it back across. The first team to have all swimmers cross with the Light wins.

**VARIATIONS:** Have advanced swimmers do multiple laps. You also can require different swim strokes each round.

# WHALES VS. SHARKS

What happens when the hunter  
becomes the hunted?



3-5 players  
w/ bracelets



6-12+ w/out  
(variation)



10-30+  
minutes

# WHALES VS. SHARKS

**SETUP:** Divide into teams of Sharks and Whales. Sharks wear orange bracelets, and whales wear green bracelets. Make one side of the pool the Shark Safety Zone and the opposite side the Whale Safety Zone. Players are safe when they're touching the wall of their zone.

**TO PLAY:** Swimmers spread out the across the pool. A ref calls either "Sharks" or "Whales." Without swimming underwater, the team that's called out must make it to their Safety Zone without getting tagged – but the ref can change names (and who's pursuing who) at any time. Tagged players join the team that tagged them. The game ends when everyone from one team is tagged.

**VARIATION:** To allow players to swim underwater, begin with all the players swimming in a circle and call only one side per round.

# WHAT TIME IS IT, DR. SHARK?

It's all fun and games -  
until dinner time!



3-5 players  
w/ bracelets



6-12+ w/out  
bracelets



10-30+  
minutes

# WHAT TIME IS IT, DR. SHARK?

**SETUP:** Pick one player to be the Shark who is positioned on one side of the pool. All others start out touching the opposite side, wearing Glow Bracelets.

**TO PLAY:** The Shark faces away from the other players and calls "ready." The players then ask, "What time is it, Dr. Shark?" Whatever time the Shark answers is the number of feet the players must move forward. Repeat until Shark answers, "Dinner time!" and chases the players. The last player tagged before making it back to the starting point hands over his or her Glow Bracelet and becomes Dr. Shark for the next round.

**VARIATION:** If a player reaches the Shark before it calls "Dinner Time," the game resets with the same player as the Shark.

# POPSICLE

(aka "POOL FREEZE TAG")

It's Freze Tag - but  
with underwater rescues!



3-5 players  
w/ bracelets



8-12+ w/out  
bracelets



10-30+  
minutes

# POPSICLE

(aka "POOL FREEZE TAG")

**SETUP:** Pick one player to be "It." All other swimmers wear Glow Bracelets. The players may position themselves anywhere in the pool at the start of the game.

**TO PLAY:** The "It" player counts "Three, two, one, GO!" then tries to tag the other players. Tagged players must freeze in place, either treading water or standing with their legs spread. Unfrozen swimmers can "rescue" tagged ones by swimming under or between their legs. The "It" player wins by tagging all the players. Set a time limit if necessary.

**VARIATION:** If a frozen player remains frozen for more than 15 seconds, that player turns off their Bracelet and becomes another "It."



# RUSH TO POWER

The more you catch,  
the more powerful you are



2-5  
players



5-8  
w/out bracelets



5-30+  
minutes

# RUSH TO POWER

**SETUP:** Divide the Glow Bracelets between players. Turn on the Glow Bracelets and hand them out to four random players. Everyone scatters themselves throughout the pool.

**TO PLAY:** Count down "Three, two, one, GO!" then players holding a Bracelet drop theirs. Everyone rushes to get a Bracelet. No one may retrieve a Bracelet they dropped until grabbing someone else's. Once a player retrieves and puts on a Bracelet, they can tag (and eliminate) any player who doesn't have one. Players wearing two Bracelets can tag players with only one Bracelet and so on. The game ends when one player has all the power (all the Bracelets) or when all remaining players have the same number of Bracelets.

**VARIATION:** Have a non-player drop the bracelets and call "Go!"

# HUMAN WHIRLPOOL

Prove the power of  
man over nature



**3-4 players**  
w/ bracelets



**5-10+**  
w/out bracelets



**5-10**  
minutes

# HUMAN WHIRLPOOL

**SETUP:** Players wear Bracelets and form a circle inside the pool. Place the Relay Lights in the middle of the swimmers.

**TO PLAY:** All the players circle clockwise with as much force and speed as possible. Their goal: create a whirlpool. It's clearly working once the Relay Lights begin spinning around together. Note that this game works best in smaller pools or with larger groups.

**VARIATION:** To allow for more players, not everyone must wear a bracelet.

# ZOMBIES AND DOCTORS

Protect your doctor -  
the zombies are here!



4-12+  
players



5-30+  
minutes

# ZOMBIES AND DOCTORS

**SETUP:** Divide into orange and green teams and pick pool sides. Mark each team's area by placing their Relay Light nearby. Each team chooses a Zombie and a Doctor. Doctors wear one Glow Bracelet of their team's color. Zombies wear the other bracelet.

**TO PLAY:** There are two ways to win — a Doctor touches the other team's Relay Light OR a Zombie tags the other team's Doctor. All other players try to help their team's Doctor and Zombie. Defending players cannot be within five feet of the Relay Light, nor can they grab or hold an opponent — but they can block with their bodies. Use a referee if necessary so everyone can enjoy this fast and crazy game.

**VARIATION:** Have multiple players be Doctors.

# POOL PARTY AMBIANCE

Use the game set  
without getting wet



4-40+  
players



60+  
minutes

# POOL PARTY AMBIANCE

**SETUP:** Turn on the Relay Lights and place them in the water. For a three-dimensional effect – but someone will eventually need to jump in to retrieve them – toss in the Dive Diamonds. To really make an impression, have special guests wear the Glow Bracelets.

**TO PLAY:** Do your best not to appear pretentious as you show off your fabulous new pool decorations.

**VARIATION:** Tell people to bring their swimsuits and have them play some Starlux Pool Party Games!

**BONUS:** To add more colors and game options, check out our Starlux Dive Diamonds.