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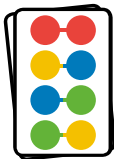
6 years upwards



4 or 6 players



Contents: 24 cards, 24 coloured bands (6 yellow, 6 blue, 6 red and 6 green)



Object: To be the team that wins the most rounds.



Preparing to play: Form teams of two players.

Place four different coloured bands around your wrists and ankles (one band on each).

Agree how many rounds you want to play (for example, three rounds).

Shuffle the cards then place them in a pile, face down, next to the players.



How to play:

A player from Team 1 draws a card, shows it to all the players, places it between the teams and says 'Go'.

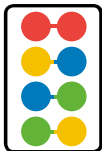
The cards show the contacts to be made between two different coloured bands worn by the two members of the team.

Examples :



The following contacts are to be made:

- one player's blue band with the other player's yellow band,
- one player's green band with the other player's red band.



The following contacts are to be made:

- between the two players' red bands,
- one player's yellow band with the other player's blue band,
- one player's blue band with the other player's green band,
- one player's green band with the other player's yellow band.

On the word 'Go', players must make all the contacts shown on the card.

As soon as the players in one team think they have done this they shout 'STOP' and the players in the other team check that all contacts shown on the card have been made.

- If this is the case, the team that made the contacts correctly wins the card.
- If the contacts have been made incorrectly, the other team wins the card.

Next, a player from Team 2 turns over another card, and so on.

Winning: The first team to win four cards wins the round.