

MYSTERIX



Ages: 4 to 12 years



Number of players: 2-5



Includes: 54 cards (9 scenes x 6 cards per scene)



Aim of the game: Be the fastest to find the “odd ones out” (small objects or little animals) hiding in the different scenes.



Getting the game ready: Shuffle the 54 cards and pile them face down in the middle of the table.

Playing the game: The oldest player starts, then play continues in a clockwise direction.

When all players are ready and paying attention, the player turns over the first card in the pile and places it face up next to the pile so that all players can see it properly.

All players play at the same time and look at the card, searching for the odd one out: a small object or an animal that does not fit the theme of the scene on the card.

The first player who thinks they found the odd one out places their index finger on the object (to show the other players where it is) and shouts, “Rabbit!” or “Shoe!”, etc.



- If the player gets it right, and if the other players see that it is in fact the odd one out, the player wins the card and keeps it in front of them. Then, a new round begins.

- If the player gets it wrong and points to a part of the scene and not the odd one out, the round continues without them. The other players can continue to search for the odd one out, but this player can no longer take part or win the card. Once a player finds the odd one out, they win the card and a new round begins.

Note: If none of the players get it right, the card is removed from the game.

To start a new round, the next player waits until everyone is ready and turns over a new card from the pile, and so on until all the cards have been turned over.

Important:

- there is only one odd one out per card
- the same odd one out will never appear on other cards with the same scene
- if the player correctly points to the odd one out with their index finger but gets the name wrong, they still win the card

End of the game:

The game ends when there are no more cards in the pile: the winner is whoever won the most cards!

A game by Grégory Kirschbaum and Alex Sanders