

TIP TOP CLAP



6-99 years



2-5 players



32 cards (6 x 8 noises or mimes)



Aim of the game: to memorise the noises and mimes in the right order.



Game preparation: the packet of 32 cards is placed face down in the centre of the table.

Rules of the game: The youngest player starts and turns over a card that he puts face up next to the packet. He makes the noise or does the mime shown on the card. The next player turns over a card in turn that he puts face up above the first card turned over. He makes the noise or does the mime of the first player then that of the card he has just turned over. The next player turns over a card in turn and makes the noises or does the mimes of the previous players – in the right order – before doing the one on the card he has just turned over. And so on until one of the players gets it wrong.

When a player has got it wrong, he takes a turned over card as a penalty card. All the other cards are put to one side. Then it's up to the loser of this round to turn over a new card and make the first noise or do the mime of the new series. When all the cards from the pile have gone, shuffle the cards to form a new stack.

P.S.: it is impossible to look at the turned over cards again.

End of the game: At the beginning of the game the players decide how long the game will last. The winner is the player who has the least penalty cards (there can be several winners).



1



2



3



4



5



6



7



8

- 1-Clapping with your hands
- 2-Whistling like a bird
- 3-Winking
- 4-Miming the noise of a fart
- 5-Hitting the table with your hand
- 6-Sticking out your tongue
- 7-Miaowing
- 8-Stamping the floor with your feet

DJECO

Choking hazard.