




GB

 7-99 years

 3 – 5 players

 **Contents:** 240 cards, 1 dice

 **Aim of the game:** win the most cards

 **Preparation for the game:** At the beginning of the game the following must be decided:
- either the length of the game (at the end of this period, the player who has the most cards wins)
- or the number of points to be reached in order to win.
Each player receives 5 cards. The rest remains in the pile of cards.

Rules of the game: The oldest player commences. He will be the judge of this round. He throws the dice. In terms of the drawing indicated on the dice, the other players must consent to one of these 3 games.



Card association: The judge turns over the first card in the pile. The players must associate one card in their hand with the card overturned by the judge. e.g.: the card turned over by the judge is a cow; the players may associate the cow with milk (produced by the cow), the duck (another farm animal) or even with a country landscape. Once all the players have chosen their card, they place it in front of them and each one in their turn in clockwise direction, explains to the game leader the association that they have made. Of course, with the cards that the player has in his hand, it is sometimes not so easy to find the association! It is the judge who decides, arbitrarily, on the most pertinent association. The judge then gives the card that he had turned over to the winning player, who puts it on one side, for it represents a point won. Each player then places the card used under the pile and picks up another card in order to always have 5 in his hand. Then it is the next player's turn to throw the dice. He then becomes the judge.





Storyline: The judge turns over the first card on the pile. The players select 2 cards from their hand in order to create a story with the card turned over by the judge. Once all the players have chosen their cards, they place them in front of them and each one in his turn, in clockwise direction, tells a story that he has made up. Example: I am blowing a bubble with fruit cocktail flavoured chewing gum and when it bursts, it makes a “quack, quack” noise like a duck. It is the judge who decides, arbitrarily which is the best story.

He then gives the upturned duck from the pile to the winner, who places it on one side for it represents a point won.

Each player places under the pile the cards that he has used and takes five new cards so that they always have five cards in their hand.

Then it is the turn of the next player to throw the dice. He then becomes the judge.



Chinese Portrait:

Each player chooses from his hand the card that represents himself the best. Then he places it in front him, face down. Once everyone has placed their card, all the cards are mixed, the judge takes them and looks at them. He then hands to each player one of the cards he has in his hand, then justifies his choice, explaining why he thinks the player has selected such a card.

The judge wins each card that he has correctly attributed to a person.

The people found by the judge also win a card (they can be taken from the bottom of the stack if the leader of the game has recognised everybody).

The cards not found by the judge are placed under the pile and the players take new cards so as to always have 5 cards in their hand.

Then it is up to the next player to throw the dice. He then becomes the judge.

Who wins? The player who has won the most cards.