



Game Instructions

Play with

2-6 players, age 8 and above

What is included in the box?

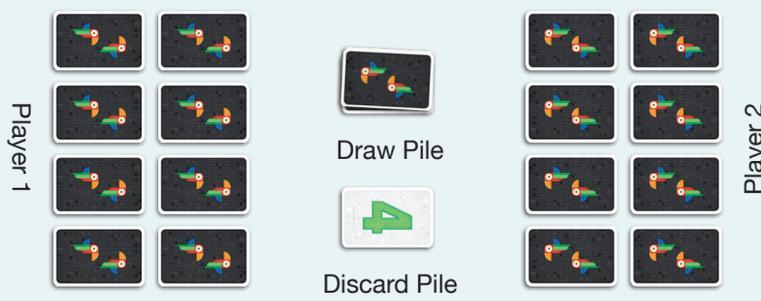
- 104 number cards, from 0 to 12, eight cards of every number.
- 4 Parrot cards • 2 sample score cards to calculate points.

Objective of the Game

To finish the game with the smallest number of points.

General

The game is played in five rounds. Shuffle the cards at the beginning of each round and deal eight cards, face down, to each player. Each player keeps his/her cards face down and arranges them in two rows of four cards each. These cards are called: 'The Box'. The remaining cards are placed face down in the center as a Draw Pile. Reveal the top card of the **Draw Pile** and place it face up next to it, to start the **Discard Pile**.



Cards are placed face up in the Discard Pile

After all players have arranged their Box they turn over two of their cards, and the player with the highest sum plays first. In case of a tie - the player whose next birthday is closest plays first. The game is played clockwise. On their turn players must either switch a card or reveal one of their cards in the aim of minimizing the sum of the cards in their Box. A round ends when all cards in each player's Box is face up. At the end of every round players calculate the number of points in their Box (see: **Tactics and Scoring**), and the score is recorded on a score sheet. To play the next round, collect and shuffle all the cards and deal again. At the end of the fifth round the game is over and the player with the smallest total score is the winner.

How to Play?

At the beginning of your turn you must decide whether to take the top card from the Discard Pile or to draw a card from the Draw Pile. According to the card drawn you must decide on one of the following moves:

- * Replace one of the face-up cards in your Box with the new card, placing it **face up** and discarding the removed card into the Discard Pile.

Or:

- * Replace one of the **face down** cards in your Box with the new card, placing it face up and discarding the removed card into the Discard Pile – without peeking at it!

Or:

- * A player who does not want to use the card they drew from the Draw Pile may discard it into the Discard Pile, and then must reveal one of the face down cards from his/her Box.

The game continues so that on every turn the player must replace or open one card in his/her Box until only one face down card remains.

The Dilemma of the Last Card!

The decision to be the first to reveal the last card is an important tactical decision!

Revealing the last card ends the round, however a player left with only one face down card in his/her Box is **not required** to reveal it. If the player draws a card that he/she does not want, they may discard it into the



Discard Pile and pass their turn to the next player without revealing their last card. Of course, players can also continue to replace face up cards in their Box. Players can continue to hold their last card face down as many turns as they want, until they decide to reveal it or are forced to do so.

Ending the Round

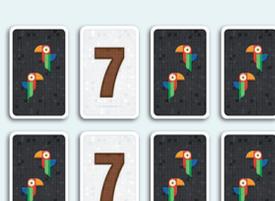
A player who decides to be the first one to reveal his/her last face-down card ends his/her part in the round and forces all the others to play their last turn as well. If at the end of his/her last turn a player still has face down cards, they must reveal them. When all the cards are face-up the points are calculated.

Tactics and Scoring

Each player's score at the end of every round is the sum of the numbers in their Box, and therefore it is generally advantageous to replace high-number cards with low-number cards. However, **Pairs** decrease the number of points more effectively and therefore you should strive to form as many Pairs as possible.

A Pair: Two identical cards in the same column (exactly one above the other). A Pair counts as 0 points.

Note: Two identical cards which are side by side or are not in the same column are not considered a Pair.



A Sextet: Three Pairs with the same number. A Sextet reduces 15 points.

An Octet: Four Pairs with the same number. An Octet reduces 20 points.

A Quartet: Two Pairs with the same number (the Pairs do not have to be one next to the other). Any Quartet of cards reduces 10 points.

Not a Pair: Two 3s in different columns.

Two Pairs: Two 10s in different columns.

You may not move number cards from their place in order to form a Pair

A Quartet: Two Pairs with the same number (the Pairs do not have to be one next to the other). Any Quartet of cards reduces 10 points.

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An Octet: Four Pairs with the same number. An Octet reduces 20 points.

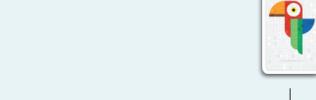
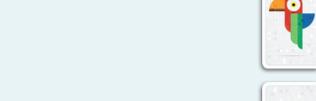
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A Sextet: Three Pairs with the same number. A Sextet reduces 15 points.

An Octet: Four Pairs with the same number. An Octet reduces 20 points.

Parrot

The Parrot card 'imitates' the card in the same column, takes its value and helps form Pairs, Quartets, Sextets and even Octets.



Floating Parrot:

The Parrot is the only card that can change position in a player's Box. As noted, the Parrot takes the value of its matching card. Therefore, when a player gets a matching card (a card with identical number to the card in the Parrot's column), the player can move the Parrot to another position in his/her Box. However, the Floating Parrot can only 'land' in place of a face-down card which is then discarded into the Discard Pile, without peeking at it.

