



## Piccolo Extreme – Game Rules

### Playing with

2-6 players. Age 7-Adult.

### The Game Contains

72 cards (64 Fruit cards, 3 Elephant cards, 3 Monkey cards and 2 Cow cards),  
Call bell  
Game rules

### In Short

Most of the cards in the pack are fruit cards depicting various mixtures of fruits. In addition there are 3 animals hiding in the deck. Each animal has its favorite diet (the background color of the animal card tells the kind of fruit that she would not eat). To win cards you have to ring the bell when you spot 2 identical cards or when an animal appears and the fruit mixture is acceptable by her.

### Preparation

Place the bell at the center of the table. It is recommended to place the bell on a piece of cloth or a thick paper. (Your table will be grateful for your consideration). Make sure to clear the table from any object that might get hurt or hurt the players. Shuffle the deck and deal all the cards equally among the players. (Do not worry if one or two players are dealt an extra card). Each player keeps his cards in a face down stack in front of him or holds it in his hand. (This is his personal draw pile).

### How to Play?

The dealer plays first and then each player in his turn, (one after the other, clockwise), turns over the top card of his draw pile and places it in front of him face up. These cards open the individual discard piles. Each player, in his turn, turns over another card from his playing pile and places it on top of his personal discard pile so that only the last card in each discard pile is visible. The card should be pulled forward and not backwards to make sure that the player who opens the card does not see it before the others. Make sure to open it quickly so you don't give your opponents an advantage. Keep opening cards until the bell should be rung.

### When should you Ring?

- When 2 discard piles show identical cards.
- When an Elephant appears and there is no strawberry in any of the other piles. (The elephant hates strawberries).
- When a Monkey appears and there is no lemon in any of the other piles. (The monkey hates lemons).
- When a Cow appears. (The cow eats everything).
- When it is time to ring, the players race to be the first to hit the bell. The player who is the quickest wins all the discard piles. He adds these cards to the bottom of his draw pile and starts a new round.



### Penalties for Wrong Ringing:

A player who wrongly rings the bell "Goes to Jail". (For the next round only). He places his discard pile under the bell and the next player resumes the game. The player in jail continues to play (he starts a new discard pile), but if he wins the round he shall only retrieve his cards from under the bell. If any other player wins the round he wins all the discard piles as well as the jail cards. If a player who is already in jail makes another mistake, he is out of the game. (His discard pile is added to the cards under the bell.)

### Sorry, Out!

A player who ran out of his draw pile can still try and win a round as long as he still has cards in his discard pile. If this player loses his discard pile as well, he is out of the game. The winner is the one who won all the cards or the one with the most cards if the game is stopped by mutual consent.