

Hallo! Ich bin **der kleine AMIGO** und zeige euch, wie dieses Spiel funktioniert. Viel Spaß!



By Haim Shafir

Kuddel muddel

Players: 2-4

Ages: 5 and up

Duration: 15 minutes

MATERIALS



80 cards showing three different objects each

1 bell



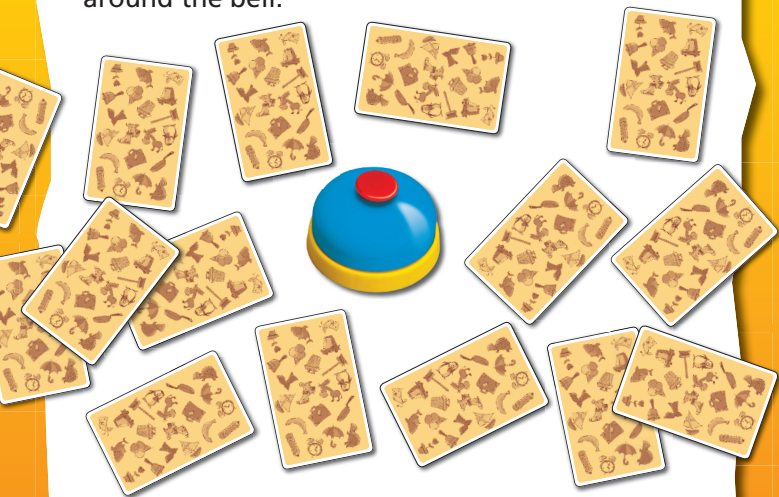
AIM AND IDEA OF THE GAME

Players try and create a row of **seven picture cards** with each card having at least one object in common with the cards right next to it.



PREPARATION

Place the bell in the middle of the table. The 80 cards are shuffled and then spread face-down around the bell.



HOW TO PLAY

Now let's go!

The youngest player gives a starting signal – and then each player starts and tries to create a row of seven cards as quickly as possible.

To do this, **one card at a time** is picked up from the face-down cards in the middle. If it fits into your row you may place it there. If it does not, return it **face-down** with the other cards. Then pick up your next card.

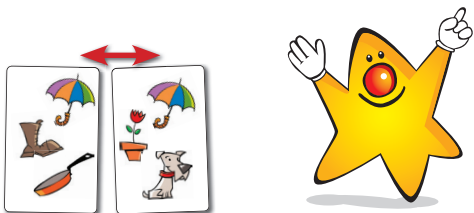


Placing a card

Each player picks up a card and places it in front of him as the starting card for his or her row. Subsequent cards must be placed either to the right or the left of the cards already in your row – but can only be placed there if they share at least one object in common with their neighbouring card.



Example 1: Hannah cannot place this card because the two cards do not share a common object.



Example 2: Emma is lucky: The card at the end of her row and the card she just picked up both show an umbrella. She may place the card into her row.





Finished your row?

When a player manages to finish his or her row first he or she quickly hits the bell!

If the row shows no errors that player may keep all the cards of that row and places them in a pile by his side. All other players return the cards in their current rows face-down to the middle of the table. Then a new round is started.

If a player hits the bell but does not have seven cards in his or her row or the row shows an error, he or she must return all cards in that row to the middle of the table. The other players finish this round without him or her.

GAME END

When the last card has been picked up from the middle of the table, the game ends. The player with the longest correct row at that moment may put these cards into his or her pile. The player with the most cards in his pile wins the game.



Sie haben ein Qualitätsprodukt gekauft. Sollten Sie dennoch Anlass zu einer Reklamation haben, wenden Sie sich bitte direkt an uns.

Haben Sie noch Fragen? Wir helfen Ihnen gerne:

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