

# HALLI GALLI



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## THE FRUITY GAME FOR THE WHOLE FAMILY

A game by Haim Shafir  
with illustrations by Oliver Freudenreich

**Players:** 2–6

**Age:** 6+

**Duration:** 15 minutes

**Contents:**

56 Playing Cards

1 Bell

### Brief description of the game

Each player turns over a card in the order of play. As soon as the revealed cards show **exactly 5 fruits** of the same sort, the first player to ring the bell wins all of the revealed cards. The aim of the game is to win **the largest number of cards**.

## Preparation

Place the bell in the middle of the table, on a cloth or a piece of felt to protect your table. Select a dealer. He shuffles the cards and deals them out to the players, one at a time until all of the cards have been used up. Each player places his deck **face down** on the table in front of him, **without** looking at them.

## The game

The player to the left of the dealer starts the game. Each player turns over the top card of his draw deck and places it face up on the table. These cards are his **face-up discard pile**. Each card is placed on top of this pile in such a way that it covers the previous card and only the top card is visible.

### Turning over your card:

Turn the card over away from you to ensure that you do not see the card before the other players. The faster you turn over the card, the sooner you will also see it.

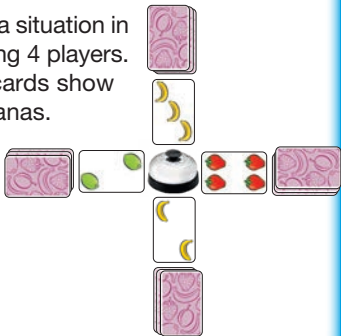
turning the card over →



### When do you ring the bell?

Each player must try to ring the bell first as soon as the revealed cards show exactly 5 fruits of the same type.

Shown here is a situation in a game involving 4 players. The revealed cards show **exactly 5** bananas.



## **You need lightning reflexes!**

The **first player to ring the bell** when the revealed cards show exactly 5 fruits of the same sort wins all of the discard piles.

He then puts these face-up cards face down under his draw deck and starts a new round by turning over the first card.

## **... goodbye!**

When a player runs out of cards, he is not out of the game yet! He still takes part in the game until he has also lost his discard pile or rings by mistake. Until then, he skips revealing cards, but he can still ring the bell.

## **Sorry!**

If a player rings the bell by mistake, and the revealed cards do not show exactly 5 fruits of the same type, he must give each of the other players one card from his draw pile as a penalty.

## End of the round

The game is over when only 2 players are left in the round. They continue to play until one of them wins the face-up discard piles. There is a special ruling for this situation: if a player rings “**Sorry!**” by mistake, his opponent wins all of the cards in the face-up discard piles and the game is over. However if the players wish, they may continue until one of them wins all of the cards.

## Winner

The player holding the largest number of cards at the end of the round is the winner.



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