

# HALLI GALLI

## Twist



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### Ready - Set - Twist!

A game by Haim Shafir & Uri Shafir  
With illustrations by Marina Zlochin

**Players:** 2–4

**Ages:** 7 and up

**Playing Time:** about 15 minutes

**Components:**

56 cards

1 bell

### The Idea of the Game

Take turns revealing cards. As soon as all face-up cards show exactly **five** of the **same symbol** in any color or exactly any **five** symbols of the **same color**, ring the bell. The first player to ring the bell wins all the face-up cards. The aim of the game is to have **the most cards** at the end of the game.

### Setup

Place the bell within easy reach of all players. Shuffle the cards and deal them between you as evenly as possible. Each player creates a draw deck from their cards and places it in front of them **face down** without looking at their cards.

## Playing the Game

The last player to have blown out a candle goes first. On your turn, reveal the top card of your deck and place it on the table in front of your deck, face up. Then your neighbor to the left reveals a card, and so on. Over the course of the game, you will each create a face-up discard pile between your deck and the bell. Place each new card you reveal directly on top of your pile so only the top card is visible.

When you reveal a card, make sure to turn it away from you (facing the bell). Turn it over as quickly as you can, so all players will be able to see the picture on the card at the same time.

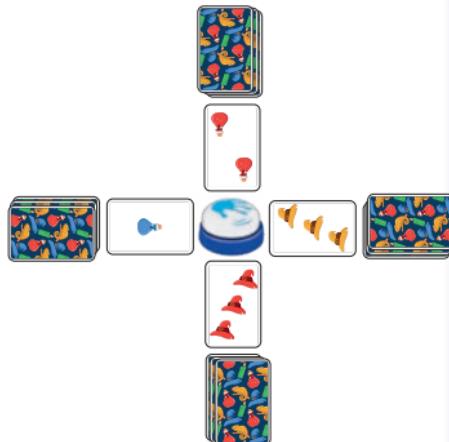
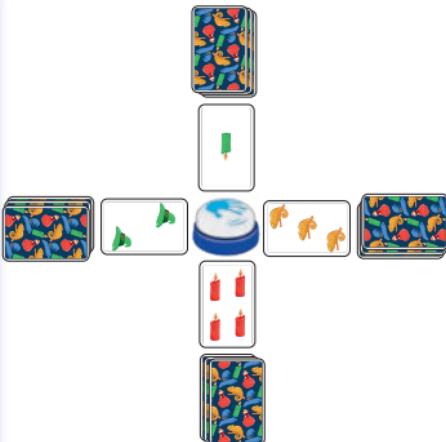


## When do I ring the bell?

Players try to be the first to ring the bell as soon as all discard piles together show either exactly **five** of the **same symbols** in any color **or** exactly any **five symbols** of the **same color**.

*Exactly five candles are showing.*

*Exactly five red symbols are showing.*



**Note:** In the example to the right, you would be allowed to ring the bell, although there are six of the same symbol (hats) as well as the five red symbols.

### **Speed is key!**

The first player to ring the bell wins all of the discard piles, including their own.

The player who has won the cards places them under their draw deck, face down. Then they continue the game by revealing their next card.

### **Made a mistake?**

If you ring the bell at the wrong time, you must pay a penalty of one card from your draw deck to each of the other players. Then you continue the game by revealing your next card.

## ...Good-bye!

When you've revealed your last card, you still stay in the game until you either lose your discard pile or ring the bell at the wrong time. You can still try to win back some new cards by ringing the bell, but until then, you're simply skipped over when revealing cards.

## The End of the Game

When there are only two players left, keep playing until the bell is rung one final time. During this phase, the following special rule goes into effect: If either player rings the bell wrongly, their opponent receives all cards from the face-up discard piles and the game ends.

Count your cards: The player with the most cards wins the game! If more than one of you have the same number of cards, you have more than one winner.

As a variant or in a **two-player game**, keep playing until one player has won all the cards.



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