

Little Rascals

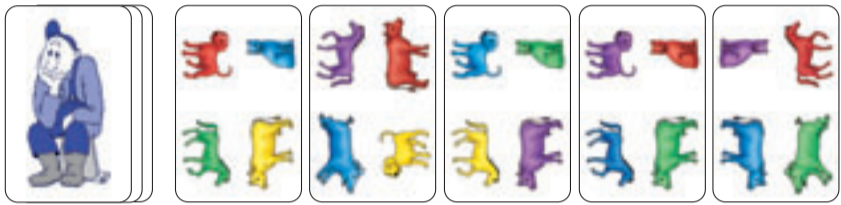
Farmyard Hide-and-Seek

Players: 2 - 8
Ages: 4 and up
Duration:
 approx. 15 minutes

Contents:



25 cards with one large animal each.
 There are five animals (dog, cat, horse, cow, pig) in five different colours (red, yellow, green, blue, violet).



25 cards with four animals in four different colours.

The idea of the game:

Farmer Hermann is very proud of his animals. In his stables, he keeps horses, cows and pigs. Dogs and cats frolic in his farmyard and the outbuildings. He is so proud of them that he walks around his farm every evening and counts them. But somehow, someone has always gone missing. Can you help Farmer Hermann find his animals?

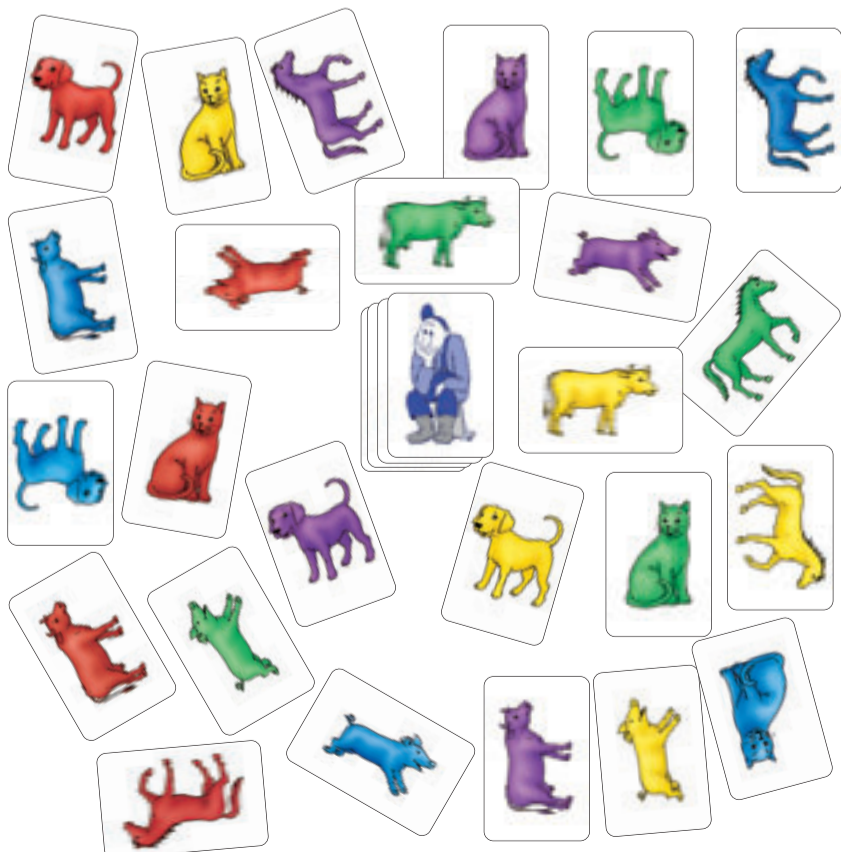
In each round, one animal card with four different animals is turned over – so there is always one animal and one colour that's missing. The first player who can find the right animal in the right colour on the table gets to keep the card that has been turned over. When the game ends, the player with the most cards is the winner.

Preparation:

Shuffle the 25 cards showing four different animals and put them in the middle of the table in a pile.

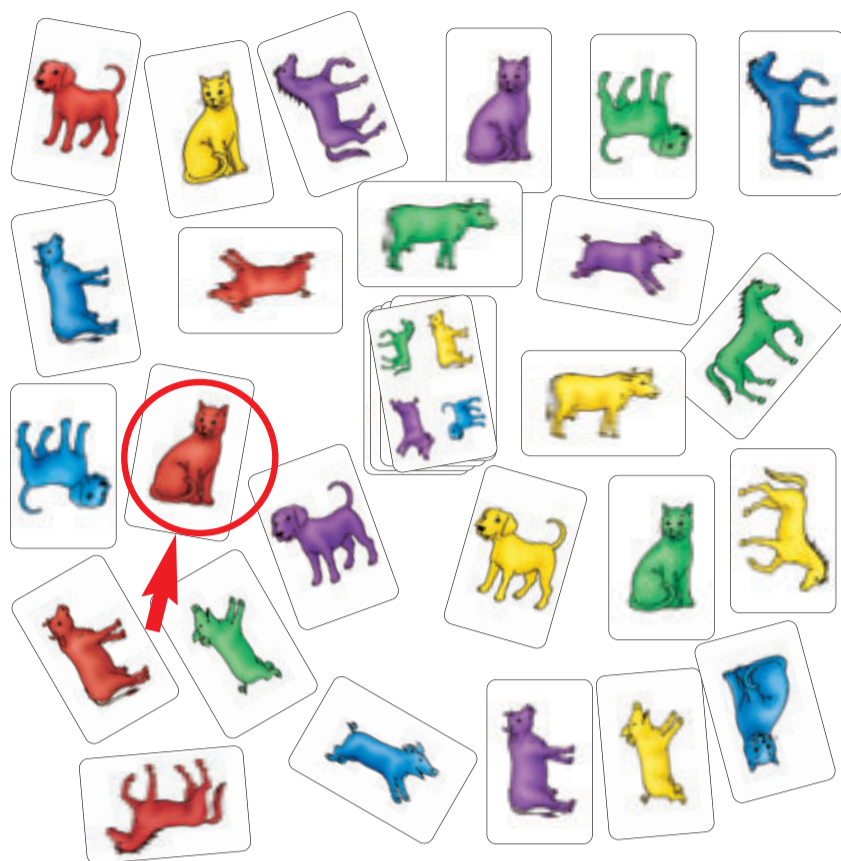
The 25 cards showing one large animal are arranged face-up on the table at random.

Please note: Each player should be able to easily see and reach every card.



Playing the game:

The oldest player starts by turning over the top card of the pile and putting it back on the pile facing up. The card shows four animals in different colours. The fifth animal in the fifth colour is missing. All players try to find the right animal in the right colour among the other cards on the table, call out its name and put their fingers on it.



Example: The card on the pile shows a blue dog, a yellow cow, a green horse and a violet pig. The red cat is missing. Tobias finds it first. He puts his finger on the card and calls out: "red cat".

➔ The first player to touch the correct card wins the top card of the pile. He or she places it in front of him- or herself and turns over the next card from the pile. This is the start of the next round.

Please note: A player who has chosen to point to a wrong card may not change his or her mind. In this case, the player who touches the correct card first wins the card from the pile.

Continue playing several rounds in this manner.

The cards showing one large animal remain on the table in their original positions until the game ends.

The end of the game:

The game ends when the pile has been used up and the last of the cards has been won by a player. The player with the most cards is declared the winner of the game.

Variant for pros:

This variant works the other way round. The 25 large animals are shuffled together and put in a pile in the middle of the table. The 25 cards with four animals each are distributed on the table facing up.

Each round starts by turning over the top card of the pile. This card shows a large animal. The players now try to find the card with the four matching animals in the matching colours among all the cards on the table. All other rules remain unchanged.

The Yellow Series – great games not only for the youngest!



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