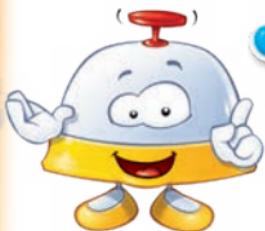


HALLI GALLI

Junior



Hi kids, I'm Glocki.
Look out for my hints!

A game by Haim Shafir
With illustrations by Oliver Freudenreich

Players: 2-4 Ages: 4 and up Playing Time: 15 minutes
Contents: 56 playing cards, 1 bell

The Goal of the Game

Eight clowns in different colors are playing in the circus ring. Most of the clowns are happy, but some are sad because they've lost their hats. Every time you see two happy clowns of the same color, ring the bell as quickly as you can. The fastest player wins many clown cards. The player with the most clown cards at the end wins the game.

Clown Cards

Clowns come in eight different colors. In each color, there are six happy clowns and one sad clown without a hat.



Happy and sad clowns
look almost the same, so
you'll have to be careful!

Setup

Put the bell in the middle of the table. Shuffle the cards and deal them out as evenly as possible to everyone.

Your cards make up your own draw deck. Put them in front of you, clown-side down.

Playing the Game

When it's your turn, turn over the top card of your deck and put it on the table in front of your deck, clown-side up. Then the player to your left goes next. If you turn over a card and there's already one in front of you, place the new card on the old one. During the game, each player will have their own discard pile, between their deck and the bell.

Note: When you turn over a card, make sure it's facing **away** from you (towards the middle of the table). Flip your card as quickly as you can so all players can see the clown at the same time.



Ring quickly!

Keep revealing cards until **two happy clowns of the same color** are visible. As soon as that happens, **all players** try to hit the bell as quickly as they can.



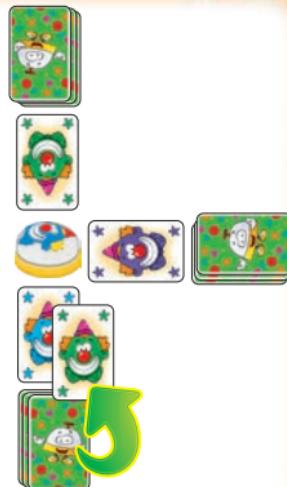
When can I ring the bell?

Example 1: A green happy clown, a purple happy clown, and a blue happy clown are playing in the circus. So far, nobody could ring the bell. Then you put a second green happy clown on

your blue happy clown. Now, there are two green happy clowns, so you can ring the bell!

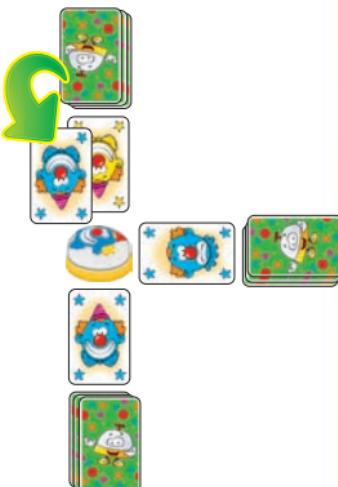
The first player who rings the bell wins all the discard piles, including their own. Cards you win go under your draw deck, clown-side down. Then, the player who won the cards continues the game by turning over a new card.

Note: Don't hover over the bell! Make sure to keep your hands near your own cards on the table.



When can't I ring the bell?

Example 2: A yellow happy clown, a blue sad clown, and a blue happy clown are playing in the circus. So far, nobody could ring the bell. You put a blue happy clown on your yellow happy clown. You may now ring the bell, because there are two blue happy clowns, even though the blue sad clown is still visible, too.



Made a mistake?

If you ring the bell at the wrong time, you must give one card from your draw deck to every other player. They put the card they earn this way under their draw deck, clown-side down.

The End of the Game

If you turn over your last card, you still stay in the game until someone else wins your discard pile or you ring the bell at the wrong time. Until then, you don't reveal any cards, but you can still try to ring the bell to win more cards. If you are out of the game, the other players keep playing until two happy clowns of the same color come up one more time and a player rings. Then the game ends.

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



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