



Aim of game:

The aim of the game is to get rid of all cards, the player holds in their hand.

Game setup:

Shuffle all cards and put one card in the centre of the table. Distribute the rest of the cards evenly among the players. Return the remaining cards to the box. Before the play starts, all players have their cards on the table and do not look at them.

Game play:

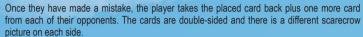
The play starts when one of the players turns over the card in the centre of the table. One part of the scarecrows cloths has no colour – it's white. All players play at the same time. They take their cards in the hand and try to find a card among them with the part of the cloth in the colour matching the missing colour on the card on the table. Once they have found it among their cards, the player will place the card in the centre of the table and say the solution aloud, like e.g.: "trousers, green". The card placed on the table shows another white part of the clothes and the play continues.











When a card in the centre of the table shows a crow, rules change temporarily. The players must look for a card among their cards with two parts of the clothes in such colours as on the card with a crow in the centre of the table. White colour of the missing parts of clothes doesn't count. When there is no crow on the top of the pile, play continues by the normal rules.

hat. blue







End of game:

The winner is the first player to get rid of all their cards. In rare cases, when the players still have some cards in the hand and can't place them on the pile, the winner is the player with the least cards in the hand. In the case of a draw, there are more winners.

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