

# Scarecrow



**Game contents:** 72 double-sided playing cards.

Both sides of all cards show a scarecrow in the field. The scarecrow is wearing a hat, shirt, gloves and trousers in different colours: purple, yellow, green and blue. On each picture, one part of the scarecrow's cloths is white, i.e. one of four colours is always missing. On some cards, the scarecrow is accompanied by a crow.

## 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 scarecrow's 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.



hat, blue



trousers, green



Once they have made a mistake, the player takes the placed card back plus one more card from each of their opponents. The cards are double-sided and there is a different scarecrow picture on each side.

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, yellow  
trousers, 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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