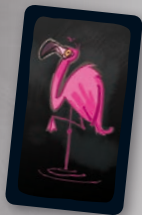
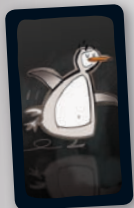


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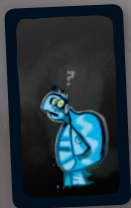
105 cards



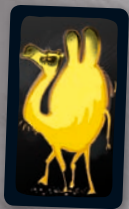
20 x Flamingo



20 x Penguin



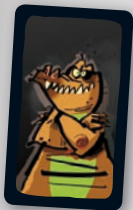
20 x Tortoise



20 x Camel



20 x Zebra



5 x Crocodile

The idea of the game

You have to think fast for this speedy card game!

The player whose turn it is places the top card from his hand face up on one of the three discard piles. He now calls out the characteristic which is to be seen most frequently in the centre: animal species, colour, nought or Dodelido! It sounds easier than it is, especially since the slow tortoise and the snappy crocodile tend to contribute variety. If you play faultlessly, you win! After all, a mistake is a mistake...

Preparing for the game

All the cards are shuffled covertly and then dealt equally to the players. Surplus cards are put back into the box. Each player then picks up their cards face down in the form of a pile. The game is played clockwise. The youngest player begins.

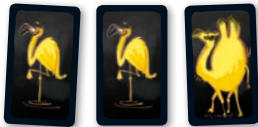
How to play

When it is a player's turn, he places the top card of his hand-pile facing up in the middle **as fast as he can** and – without hesitating – makes a statement. Then it is the next player's turn.

2. Both characteristics match: animal species and colour

With majority: if both the animal species and the colour match, the player calls out the characteristic that is more frequent:

There is a match of **animal species** and **colour**. But the majority have the colour **yellow (3)** compared to the animal species **Flamingo (2)**. The player calls out: **“Yellow!”**

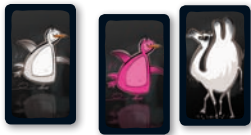


There is a match of **animal species** and colour. The animal species **camel (3)** has the majority compared to the colour **white (2)**. The player calls out: **“Camel!”**



Without a majority: if both the animal species and the colour match, without a majority, i.e. a tie, the player very quickly calls out **“Dodelido!”**:

There is a match for **animal species** and for **colour**.
But there is no majority:
Penguin (2) equal with **white (2)**.
The player calls out: **“Dodelido!”**



There is a match of **animal species** and **colour**.
But there is no majority:
Zebra (2) equal with **green (2)**.
The player calls out: **“Dodelido!”**



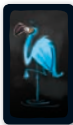
3. If there is no match:

If there is neither a match of animal species, nor colour, the player calls out **“Nought!”**

There is no match for **animal species** nor for **colour**.
The player calls out **“Nought!”**



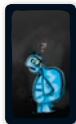
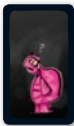
When playing the first card in a new round the rule applies. The player calls out: **“Nought!”**



Special case tortoise: “Oh”

Tortoises are particularly slow animals and take longer to think. That is why for every **tortoise** laid out an **“Oh”** is put before the statement. This is irrespective of whether the tortoise was already on the table or has just been played:

There is a match of **animal species** and **colour**. However, there is no majority: **tortoise (2)** is equal to **blue (2)**. The player calls out: **Oh, Oh, Dodelido!**

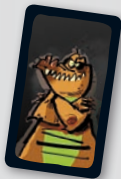


Caution: An **“Oh”** is not permitted without a tortoise on the table!

Special case: the crocodile

If a crocodile is played, **all the players** must drive the dangerous animal away as fast as possible and bang their hands on the card.

The slowest player, i.e. the one with his hand on top gets **all** the cards on the table and begins the next round.



Mistakes

Every wrong word, each stutter, each incorrect “Oh” and each hesitation lasting more than 3 seconds counts as a mistake! If a player makes a mistake he must pick up **all** the cards laid out and put them in his hand pile and start a new round.

End of game and winner

The person who has played all the cards from his hand ends the game and wins it!