## GB

## DhGen

Contents: 5 packs of 30 cards: An animal picture on the back of each pack of cards (fish, dog, lion, bear, mouse)
The idea of the game
The objective: to discard as many cards of the same colour as possible to the centre of the table and in the sequence 1-10.

Most important: speed; think fast and react fast!
The nice thing: You all play at the same time! Nobody has to wait; nobody gets impatient.

## Preparing to play

Divide the cards according to the backs (animal pictures) into 5 packs of cards. Each player receives
one of these 30-card packs with an animal on the back. The players keep these packs through to the end of the game (if there are fewer than 5 players, the rest of the packs of cards are taken out of the game). Shuffle your pack of cards well with the backs on top and lay your cards on the table as follows (p. 31):
Ligretto pile 2: You count 10 cards so that the other players can't see them and place them down on the table with the fronts (numbers) facing up.
Row 1: You place other cards in a row next to the Ligretto pile with the front (number) facing up. 3 cards if there are 4 or 5 players, 4 cards for 3 players and 5 cards for 2 players. Hand (3) You keep the remaining cards in your hand as a pack with the backs facing up.

## And now you start

One player gives the signal to start "Ligretto!". Now you all try to get rid of your cards at the same time and as fast as possible: A player with a 1 quickly lays it in the centre. Everyone plays at once, discarding cards onto the piles in the middle. The following applies when you are discarding cards:

- You can discard cards from the Ligretto pile, from the row or from your hand.
- A player with a 1 quickly places it down in the centre. You can always place Ones in the centre of the table, as start cards for new piles.
- Other cards you may only discard if they are of the same colour as the pile onto which you want to place them and if the number is one more than the number of the card onto which they are placed. So only a blue 2 can be placed onto a blue 1 and only a blue 3 onto the blue 2 .
- All the players are allowed to place a card which matches the colour onto any pile in the centre. If possible it is best to discard cards from the Ligretto pile and from the row. If you discard a card from the row, take the top card from the Ligretto pile and fill up your row.
Gradually piles of cards grow in the middle of the table, which all have a 1 at the bottom and end and a 10 on top.
Caution: There may be several piles of each colour all at the same time.


## Hand cards: Shuffle through them as fast as possible.

 If you can no longer discard the cards facing up in front of you (Ligretto pile and row), you go through the cards in your hand as fast as possible. To do so you always turn over 3 cards at a time and place them down on top of one another facing up (with the number facing up) on the table in front of you. This creates a new discard pile $\mathbf{4}$ for each player. If the top card on the pile matches, you try to discard it onto a pile in the middle as fast as possible. If when you have discarded the top card a card is revealed which also matches, you discard that one too, and so on. If there was no card you could discard, just turn over another 3 cards together, and so on. When the hand cards have all been used up, you pick them up and use them again from your hand, after you have quickly shuffled them.This means you must keep an eye on the Ligretto pile, the cards in the row, the cards in your hand and the piles in the middle ... as well as being even faster than the other players.

## End of Game

The player who is able to discard the last card from his Ligretto pile shouts out "Ligretto Stop" and wins the game.

Does it sound complicated? It isn't really. The main thing is to be faster than the other players.
Have lots of fun with Ligretto Junior!



