



Piccolino – Game Rules

Playing with

2-5 Players, Age: 5-up

The Game Contains

55 clown cards
A call bell.
Game instructions

In Short

The cards depict 8 different clowns clearly distinct from one another by their colors. Some clowns are happy and some are sad. (Notice that the sad clowns are missing their hats). The players are supposed to call the clowns by ringing the bell, but they should call them only when they spot 2 identical clowns and both are happy. Sad clowns should not be called.

Preparation

Place the bell at the center of the table. It is recommended to place the bell on a piece of cloth or a thick paper. (Your table will be grateful for your consideration). Make sure to clear the table from any object that might get hurt or hurt the players.

Shuffle the cards and deal all of them equally among the players. (Do not worry if one or two players are dealt an extra card.) Each player keeps his cards in a face down stack in front of him or holds it in his hand. (This is his personal draw pile).

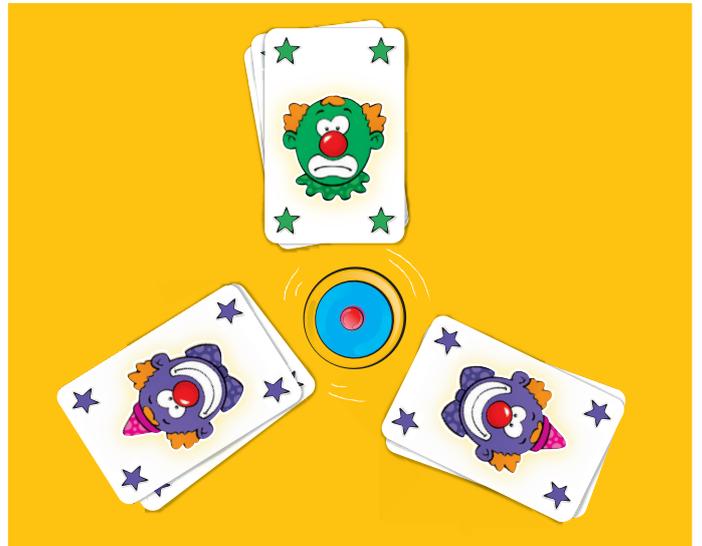
How to Play?

The dealer plays first and then each player in his turn, (one after the other, clockwise), turns over the top card of his playing pile and places it in front of him face up. These cards open the personal discard piles.

Each player, in his turn, turns over another card from his draw pile and places it on top of his personal discard pile so that only the last card in each discard pile is visible. The card should be pulled forward and not backwards to make sure that the player who opens the card does not see it before the others. Make sure to open it quickly so you don't give your opponents an advantage. Keep opening cards until you should ring the bell.

When should you Ring?

The players carefully watch the changing clowns on top of the discard piles until two happy clowns of the same color are spotted. When this happens, each player tries to be the first to ring the bell. If the clowns are of the same color but at least one of them is sad, you should not ring the bell! The first player that rings the bell wins all the discard piles. He adds them to the bottom of his playing pile and starts the next round.



Penalties for Wrong Ringing:

A player who wrongly rings the bell, (i.e. when there is no pair of identical happy clowns), must give one card from his playing pile to each of the players. When only two are playing and a player rings at the wrong time, the other player wins the discard piles.

Sorry, Out!

A player who ran out of his draw pile can still try and win a round as long as he still has cards in his discard pile. If this player loses his discard pile as well, he is out of the game. The winner is the one who won all the cards or the one with the most cards if the game is stopped by mutual consent.