



Piccolino – Game Rules

Playing with

2-5 Players, Age: 6-Adult

The Game Contains

55 cards depicting 4 types of fruits in quantities of 1-5, a call bell.

Object of the Game

To ring the bell when you spot 5 of the same fruit.

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 deck and deal all the cards 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).

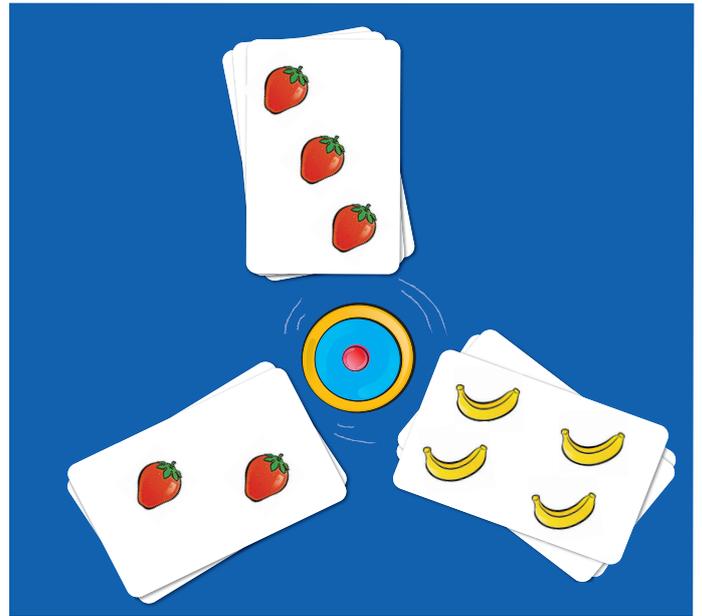
How to Play?

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 individual discard piles.

Each player, in his turn, turns over another card from his playing 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 the bell should be ringed.

When should you Ring the bell?

Players should carefully watch the changing fruits on top of the discard piles and as soon as the total number of the **same fruit** is exactly five (no more no less), everyone must hurry and try to be the first to ring the bell. (The total of five can be the sum of the top cards of several discard piles such as 2+2+1, or 3+2 or 4+1 or 5 on the same card etc.)



The player who rings the bell first wins all the discard piles. He adds those cards to the bottom of his playing pile and opens the next round.

Penalties for Wrong Ringing:

A player, who wrongly rings the bell, must pay one card to each of the other players. When only two players play, wrong ringing makes the other player win the discard piles.

You're out of here!

A player who ran out of his playing pile is out of the game. His discard pile stays for the taking by the winner of the round. The winner of the game is the one who wins all the cards or the one that has the most cards when the game is stopped by mutual consent.

Penalty for Wrong Ringing