

MICONS

My first card game

3-6
years

2
4
players

15
min

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Contents: 50 double sided-cards, rules.

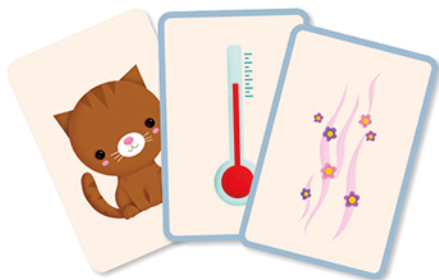
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In Micons, players will not only need to be keen observers, but they'll also need to remember the sensations generated by elements of everyday life.

Each turn, players look to see if they have an object among their cards that matches the displayed characteristic: These can be visible characteristics like shapes or colors, or they could be invisible concepts such as salty, sweet, hot, cold, spicy, noisy, etc. If a player can, they put their card down and it's the next player's turn. The first one to put all their cards down wins.

“Micons invites players to use their sense of observation, as well as their sensory memory and their ability to argue: you really think the cat smells bad?”



Available in : 

Référence : GJTO-EN
Box : H12,5 x L9,5 x P3 cm
Case pack : 6 units

