

Micons[®]

3-6
years

2
4
people

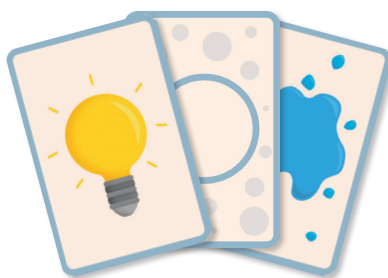
15
min

CONTENTS

- 50 reinforced double-sided cards featuring:



Object side



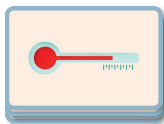
Characteristic side
(blue border)

SETUP

Shuffle the cards. Each player is dealt 5 and places them in front of themselves with the Object side face-up. The rest of the cards are placed Characteristic side up in the middle of the table to form the draw pile. The top card of the draw pile is placed next to the pile and will act as the reference card.



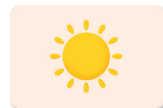
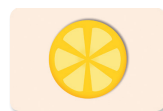
Player 2 cards



Draw pile



Reference card



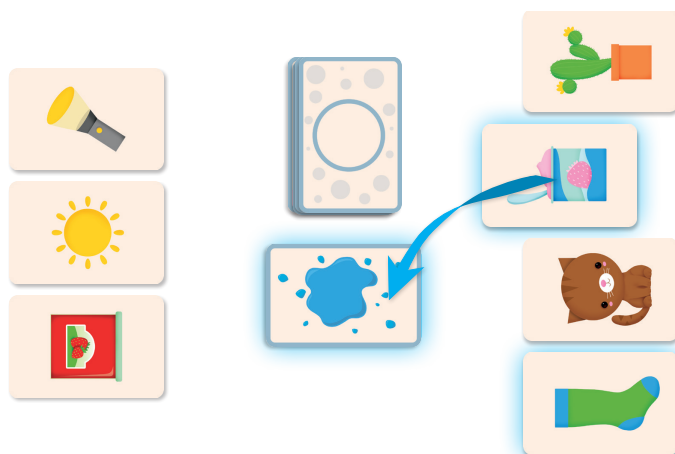
Player 3 cards



Player 1 cards

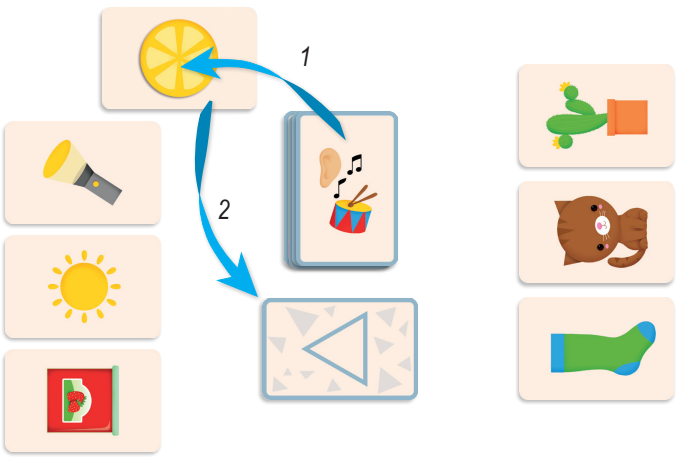
PLAYING THE GAME

The game starts with the youngest player and turns continue in a clockwise order. The active player looks at the characteristic on the reference card in the center of the table. If any of their cards share this characteristic, they take one of their matching cards and place it characteristic-side up on top of the reference card to show a new characteristic.



EXAMPLE: Joey is the active player. The reference card shows the BLUE characteristic. Joey looks at his cards and both Sock and Yogurt contain blue. He decides to play Yogurt and places it on top of the reference card with the characteristic side up to show a new characteristic.

In case none of the cards contain the required characteristic, the player must take a card from the pile. If it matches the characteristic, they may place it immediately, but if it doesn't, the player adds it to their cards and the turn passes to the next player.



EXAMPLE: Mary must play a card with a triangle. Since she has no cards that match that shape, she draws one card from the pile. Luckily, she draws the Lemon, which contains triangles, so she can place it immediately.

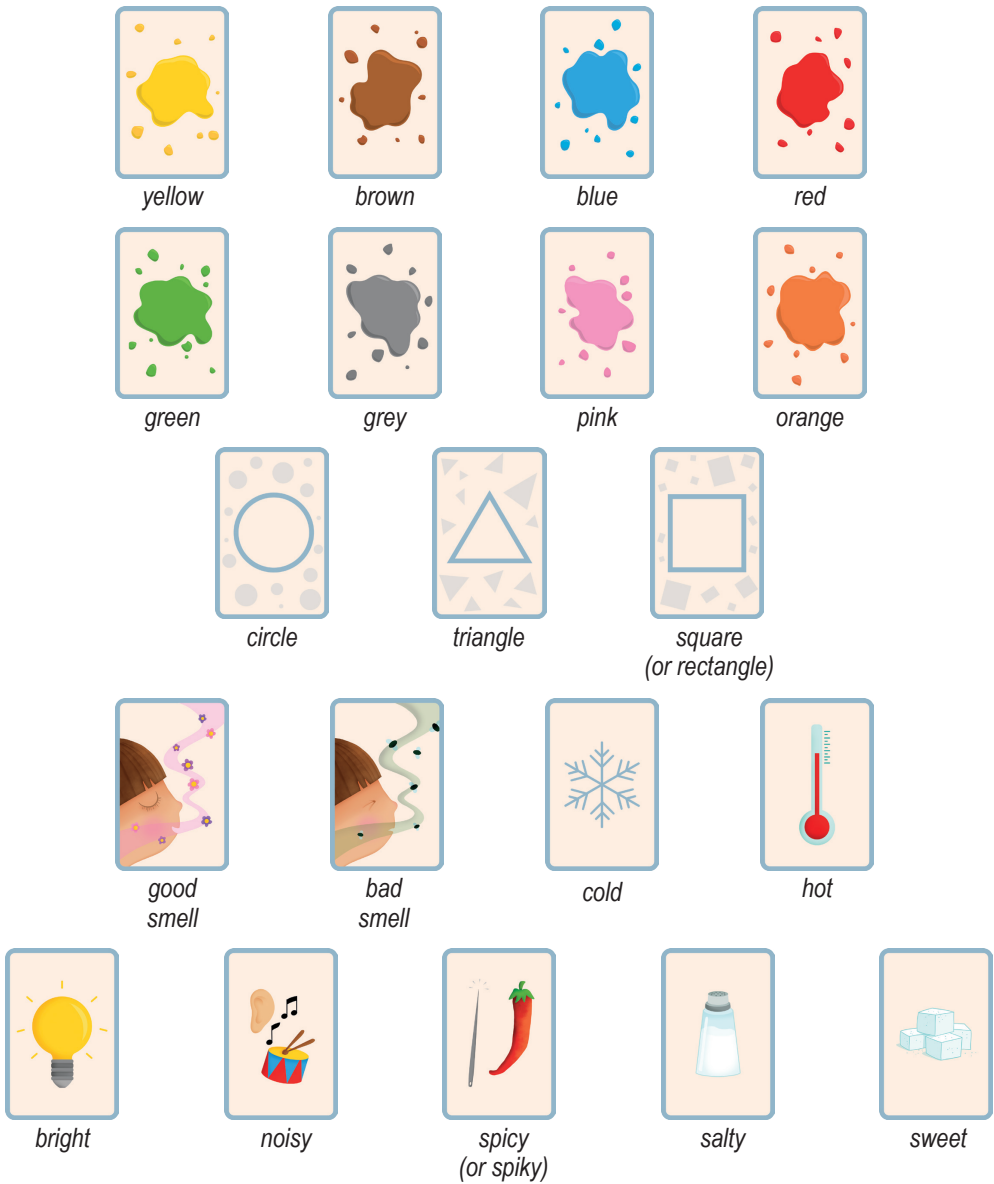
Luck cards are wildcards. They can be played at all times, no matter what characteristic is required by the reference card.



END OF THE GAME

The player who places their last card both ends the game and wins.

THE DIFFERENT CHARACTERISTICS



Some of the characteristics can be subject to interpretation, such as “good smell”. You decide if the arguments are convincing enough to be accepted. For example, we love the smell of french fries, but others might not!

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