

HIBOUFOU



Ages: 8-99 years



No. of players: 2-5



Contents: 60 cards



Object: To win the most cards.

Preparing to play: Shuffle the cards and deal three to each player. The remaining cards form a draw pile.

Turn over the top card from the draw pile and lay it face up in the middle of the table.



How to play: The youngest player starts.

When it is your turn, you can lay one, two, or three of your cards face up in the middle of the table. You may only lay one card down next to another if the two owls in question **have at least one colour in common**.



No colour in common

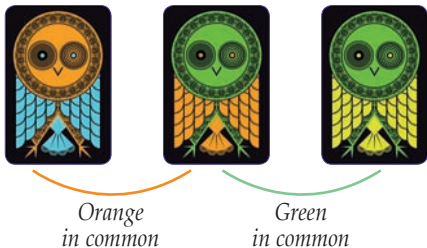


Two colours in common



One colour in common

As soon as three cards have been placed side by side, the playing space has been filled. The following cards have to be played on top of the first three, again respecting the rule whereby adjacent cards must have at least one colour in common.



NB1: To place an owl in the centre space between two other cards, it must have at least one colour in common with the owl to its left and the with the owl to its right (either the same colour in common with both owls, or one colour in common with one, and another colour in common with the other.)

- When you have played one or more cards, take one or more cards from the draw pile so as to be holding three cards in your hand again.
 - If you cannot play a card, you take another card from the draw pile.
 - If you manage to lay down all three of your cards in the same turn (and are left without any cards in your hand), you win all of the cards in the pile on which you placed your last card, and stack these cards you have won in front of you.
- Then it is the next player's turn.

NB2: During the game, whenever one of the three playing spaces is emptied, the players have to fill it in order to always play the game over three spaces.

Winning: When the draw pile is exhausted and nobody can play another card, the game is over. Whoever has won the most cards wins the game!