

Dario De Toffoli

A quick festive card game for 2 to 8 children, age 5 and up

Piatnik game: No. 702105 © 2006 by Piatnik, Vienna, Printed in Austria

The card deck consists of 10 party-cards with pictures of birthday cakes and 60 quest-cards with pictures of little animals: for each party-card there are 6 quest-cards of the same colour numbered 1 to 6.

It's Birthday time again and our little animal friends have prepared a whole lot of Birthday parties:

- 3 parties in the woods (green),
- 3 on the farm (ochre).
- 2 at the pond (light-blue)
- and 2 for house pets (pink).

Parties at the pond are only for pond animals

- which you can recognize because they all have the light blue background colour
- and so it is with all the other animals: each can go only to parties with the same background colour.

Furthermore animals must enter the parties in the order of the number of their cards, which may be upward,

1, 2, 3, ...up to 6, or downward.

6, 5, 4 ...down to 1. First player who gets rid of all his guest-cards, meaning that all his animals were sent to the suitable birthday party, wins the game.

Preparation

First separate from the deck the 10 party-cards (birthday cakes). Depending on the number of players, you need to remove from the game some of the party-cards along with the guest-cards of the same colour.

Number of party-cards to keep according to the number of players:

If the players are 2, 3 or 4, keep 7 party-cards (discard either the 3 ochre or the 3 green ones).

If the players are 5, keep 8 party-cards (discard either the 2 pink or the 2 light-blue).

If the players are 6, 7 or 8, keep all of the 10 party-cards.

The selected cards are laid out side by side on the table.

Finally, shuffle thoroughly the deck of guest-cards and deal as follow depending on the number of players.

2 players 13 cards each

3 players 10 cards each

4 players 8 cards each

5 or 6 players 7 cards each

7 or 8 players 6 cards each

Remaining cards are placed face down on the table to form a stock.

The game

Each player in turn clockwise enters one or more cards on each turn.

The cards you enter must form columns, starting from one of the party-cards of the same colour. The first card of a column must always be either 1 or 6. If the first card is 1, the following card must be in ascending order - 2, 3, 4, 5, 6; if the first card is a 6, the following cards must be in descending order- 5, 4, 3, 2, 1. On your turn you may start only one party (column) and may enter any number of cards you can play on columns that have previously been started.

Example:























You have a green 6 and a blue 1 in hand and could therefore start a new party with either one; you decide to start with the green 6 since you also have a green 5 and put both down in order; then, still on your turn, there is a pink column in which the 1, 2 and 3 have already been entered, and since you have pink 4, 5 and 6 in hand, you can put these down, too, etc.

If on your turn you cannot or don't want to enter a card, you pick one up from stock and the game continues with the player to your right. (Once the stock is depleted, you must enter at least one card, if at all possible.) The first player to play out his hand is the winner.