Winning the discard pile

The first player to make the right animal sound after slapping wins all the cards in the discard pile. He puts them face up on his scoring pile that he forms next to his stockpile. If more than one player makes the right animal sound at the same time, the deciding factor is which of them has slapped his hand faster.

Tip: Slapping your hand is worthwhile in any case, even if you are not the fastest player; maybe you will make the right animal sound faster than the others.

End of the round

The current round ends when one player wins the discard pile. This player becomes the starting player of the next round.

Making a mistake

If you make a mistake, you immediately have to mimic a monkey by using your slapping hand to scratch your head and calling out "Oo-Oo-Ah-Ah" once, like a monkey. In the meantime, the game continues as usual.

Variant: Alternatively, a mistake can also be punished by forcing the player concerned to give up one card from his scoring pile and shove it under the discard pile. If he has no cards in his scoring pile, he has to mimic a monkey.

Running out of cards

If you have no cards left during a round, you will be skipped from flipping cards from then on until the round ends. You remain in the game, though, and are still allowed to slap your hand in order to win the discard pile.

END OF THE GAME

If one or more players have no cards left in their stockpile at the end of a round, the game ends immediately.

If all stockpiles are used up during a round, the game also ends immediately. In this case, nobody receives the cards of the current discard pile.

SCORING

In the end, all players put their scoring piles next to one another (press down lightly) and check who has the highest one. That player is the winner. If several piles look equally high, you can count the cards, of course, to find out which pile has more cards. In case of a tie, the players involved share the win.

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OINK!

A beastly good reaction game for 2-6 animal lovers, 6 years and up

GAME MATERIALS

90 cards

14x each of dog, cat, cow, donkey, sheep, chick (2 each in values 0-6 for each animal)



6x pig (value 7)



GAME IDEA

In OINK!, players have to slap the discard pile as quick as lightning when two animals of the same kind come up. And if you accompany this with the corresponding animal sound, you win all cards on the table. But beware: Time and again, the cheeky pig pushes his way in with a vociferous "Oink!"

GAME SET-UP

Shuffle the 90 cards well and deal them out evenly, face down, to all players.

In the 4-player game, two cards will be left over; put them back into the box, unseen.

Players may not look at their cards; they put them in front of them as a face-down stockpile. Leave some space in the middle of the table for a face-up discard pile, which will be formed during the game. It should be easily accessible to all players.



4-player set-up

The hands

Before the game begins, each player has to decide which hand he wants to use to flip over cards. You may use only your other hand for slapping the discard pile. When you aren't slapping, you have to keep this hand away from the table area.

Tip: Of course, players can come to an agreement about relaxing the hands rule in any way they want. Just play in such a way that all of you have the most fun!

COURSE OF THE GAME

The game proceeds over several rounds and is played in clockwise order. The youngest player becomes the starting player and begins.

Revealing a card

On your turn, you flip over the topmost card of your stockpile. Put it immediately on the face-up discard pile in the middle of the table so that the cards that have already been lying there are covered as much as possible.

In order not to have an advantage, you reveal the card in such a way that the front side shows away from you as you lift the card to turn it over.

Tip: The faster you flip over the card, the sooner you yourself can see the front.



After you have placed the card on the discard pile, it's the next player's turn in clockwise order. This goes on until one or more players slap on the discard pile because one of the following conditions has occurred.

Slapping

<u>2 animals of the same kind</u>

As soon as players realize that the card just added to the top of the discard pile shows the same animal as the card that had been on top, they have to slap a flat hand on the discard pile as quickly as possible. Additionally, after slapping, they have to make the sound that corresponds to this animal.

In this case, the numbers on the two cards don't play a role.



<u>A total of 7</u>

As soon as players realize that the total of the numbers on the top two cards of the discard pile equals 7, they have to slap on the discard pile as quickly as possible. Additionally, after slapping, they have to shout "Oink!"



Note: In the rare case that the total of the numbers on the top two cards of the discard pile equals 7 and both cards show the same animal, players have to make the sound of the animal depicted!

<u>Pig</u>

As soon as a pig comes to lie on top of the discard pile, players have to slap their hand on the discard pile as quickly as possible. Additionally, after slapping, they have to shout "Oink!" In this case, the card underneath doesn't play a role.

