DEJA-VU

amigo-spiele.de/01712

by Heinz Meister, illustrated by Jan Saße

Players: 2–6 **Ages:** 8 and up **Duration:** about 15 minutes

Components



36 objects

36 playing cards



The Goal of the Game

Put your brain to the test! Take turns flipping over playing cards. If you think you're seeing an object for the *second* time, grab it from the center of the table as quickly as you can. But if you make a mistake, you're out of the current round! The player who collects the most objects over three rounds wins the game.

Setting Up the Game

Shuffle the cards and put three of them aside without looking at them. They will be important at the end of the round. Put the remaining cards face down in the center of the table, leaving a little space next to them for the discard pile you're going to create over the course of the round.

Spread out the 36 objects around the card pile within easy reach of all players. And then you're off!



Playing the Game

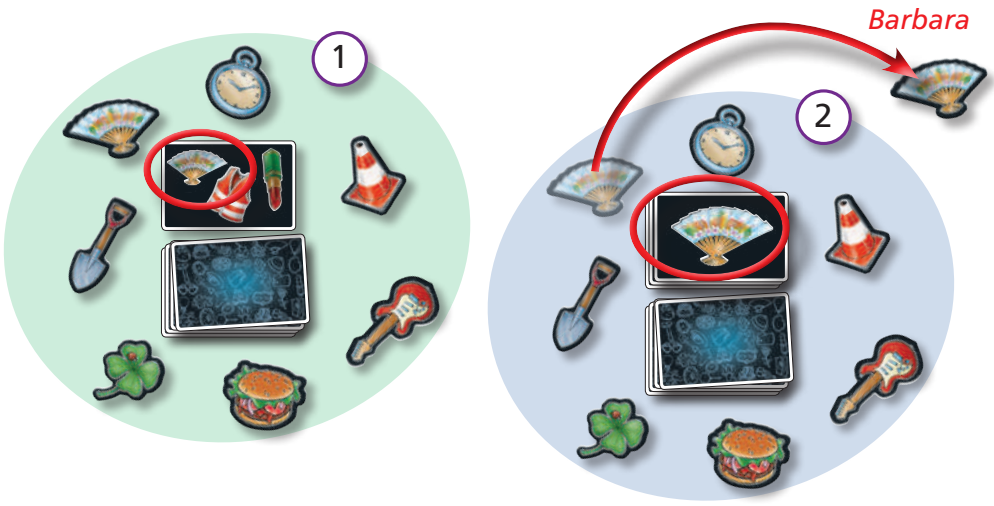
Take turns going clockwise, flipping over cards and putting them on the discard pile face up. Try to memorize which objects are shown on the cards as well as you can. Take care when putting cards on the discard pile: make sure only the top card shows.

Always flip over cards with the front facing away from you!



Grabbing Objects

Each object is shown exactly twice on the cards in the deck. When you think you're seeing an object **for the second time** this round, you **all** need to be quick: Pick up the matching object from the middle of the table before another player beats you to it! Put the object in front of you so everyone can see it. By the way: You can grab an object at any time, it doesn't have to be shown on the card that's just been flipped over.

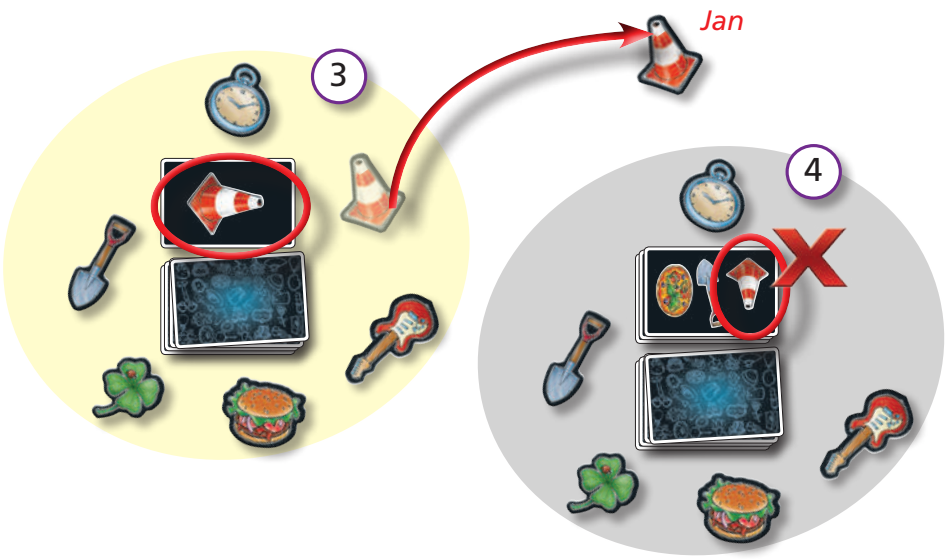


One after the other, Barbara, Sarah, Wiebke, and Jan flip over cards. The second time the fan comes up, Barbara reacts quickly: She grabs the fan and puts it in front of her.

Important: Once you've grabbed an object, you can't put it back!

Grabbed the Wrong Object?

Keep an eye on the objects the other players have grabbed. If you flip over a card with an object another player already has, that player has obviously made a mistake: grabbing an object that had not yet appeared for the second time. If you make a mistake, you're out of the current round. You can't grab any more objects and you don't earn any points at the end of the round. However, your objects stay in front of you, so no other players can grab them.



The players continue flipping over cards and Jan grabs the traffic cone. However, that wasn't the second time the cone showed up. The other players notice it a short time later when the card with the second traffic cone is turned over. Unfortunately for Jan, he's out of the round!

Let's Have Some Points!

Once you've flipped over the bottom card of the deck and no one wants to take another object, the round ends. Check the three cards you put aside before the round: If one of you has grabbed an object that's printed on one of these, you're out of the round, too. Any players still in play each write down one point for every object they collected.

Start the Next Round!

Play three rounds in total. Before each round, go through setup as described above. Any players who have been kicked out of the previous round are back in, of course.

The End of the Game

The game ends after three rounds and the player with the most points wins.

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