

4+



FARM MiMiQ®

INSTRUCTIONS

OBJECT OF THE GAME

Collect the most sets of three identical cards at the end of the game.

SET UP

- One of the players shuffles the cards.
- Each player draws a hand of three cards.
- The remaining deck of cards is placed face down.
- Players can look at their own hand anytime.
- The youngest player starts, the turns are played clockwise.

If a player gets three identical cards during the set-up, he must put his cards back in the deck, shuffle it and then draw three more cards.

CONTENTS

- 34 CARDS
- INSTRUCTIONS

HOW TO PLAY

On their turn, player A asks one of his opponents (Player B) for a card identical to one he already has in his hand, in order to get three identical cards. Player A must ask this way: **“Please, do you have...”** then make the facial expression shown on the card he wants (ex.: pulling his ears and closing an eye).

If Player B has one or several cards he has been asked for:

- He must give it/them to player A.
- If player A now has a set of three identical cards, he places them in front of him.
- Player A can keep asking any player for more cards until no more can be found.

If Player B doesn't have the card(s) he has been asked for:

- He sticks out his tongue to let player A know he doesn't have any.
- Player A must draw a single card from the deck, or take one from another player's hand if the deck is empty.
- Player A's turn is over, and the next player can play.

JOKER

The Joker card contain a picture off all the farm animals in the game. With a facial expression of one of the animals on the joker card, you can ask one off your opponent for matching cards. When you have used the joker, it goes out off the game.

If a player doesn't have any cards during or at the beginning of his turn, he draws one card from the deck or from another player's hand if the deck is empty.

END OF THE GAME

When all sets of three identical cards are collected, the player with the most cards is the winner.

