

PIPOLO



From 5 years



From 2 to 4 players



Contents: 44 cards



< 40 animal cards (10 "hairy" cards, 10 "all naked" cards, 10 "feathered" cards and 10 "dressed" cards)

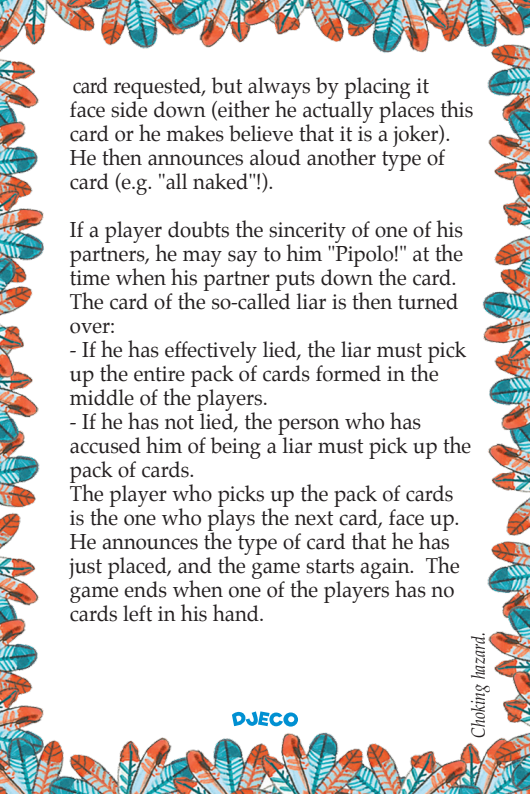
4 "joker" cards >



Aim of the game: Get rid of all of your cards as soon as possible.



Rules of the game: Shuffle and distribute 11 cards to each player. The rest of the cards are put aside. The first player presents one card from his hand, face side up, and announces aloud the type of card it is ("hairy", "allnaked", "feathered", "dressed"). The other players, each in their turn place a card on top of the first card, this time face side down, whilst repeating the same thing aloud (example "hairy"). They can bluff or tell the truth. A player may make use of a joker card to change the type of



card requested, but always by placing it face side down (either he actually places this card or he makes believe that it is a joker). He then announces aloud another type of card (e.g. "all naked!").

If a player doubts the sincerity of one of his partners, he may say to him "Pipolo!" at the time when his partner puts down the card. The card of the so-called liar is then turned over:

- If he has effectively lied, the liar must pick up the entire pack of cards formed in the middle of the players.
- If he has not lied, the person who has accused him of being a liar must pick up the pack of cards.

The player who picks up the pack of cards is the one who plays the next card, face up. He announces the type of card that he has just placed, and the game starts again. The game ends when one of the players has no cards left in his hand.