

CONTENTS

110 What's Up? Cards.

4 Plastic Card Holders.

TO SET UP

The cards are divided into four categories:

Green - animals eq. lion

Blue - transport eg. fire engine

Red - people eg. ballet dancer

Yellow - sports eg. swimming

Decide which set of cards to play with. For small children the animal set is probably the easiest. For older children play with all the cards.

Shuffle the chosen cards and place them face down in the centre. Each player puts a plastic card holder on their head. Starting with the youngest, each player takes a card and without looking at it, slots it into the plastic card holder on their head so that all the other players can see the image on the card.

THE AIM

The aim is to discover what image is on the card on your head.

TO PLAY

Starting with the youngest, each player on their turn can ask a question to the player on their left. The answering player must answer "Yes" or "No". Once a player has correctly identified what is on their head, they win the round. They keep the card. All other cards are returned to the pack of cards which is then shuffled and the second round begins.

TO WIN

After five rounds the player with the most cards is the winner. In the event of a draw, continue playing until one player has more cards than anyone else.

© Big Ideas 2011. Paul Lamond Games Ltd. P.O. Box 3353, London N1 1SR