

# MIMO RIGOLO



Age: 5 - 9 years



Number of players: 3-6



Contents: 48 cards



Object: To recognise the monsters being imitated.



To avoid any misunderstanding, practice imitating the different positions before playing.

**Preparing to play:** Shuffle the cards and lay seven of them face up in the middle of the table. The remaining cards form a draw pile.

**How to play:** The oldest player starts and takes the top card from the draw pile. He lays it face up next to the other cards in the middle of the table, then takes a second card that he looks at secretly.

- If none of the monsters on the table matches the monster on his "secret card", he lays this card face up next to the others and draws a new "secret" card. (And so on, until he draws a card featuring a monster already on the table.)

- If one of the monsters on the table is identical to the monster on his "secret" card, he memorises the position of the monster's arms, then lays the card face down on the table in front of him.

After checking that all the other players are ready, he counts to three, then stands up and imitates the monster's position for the other players to guess. All at the same time, the other players try to work out which of the monsters on the cards on the table the player is imitating.

As soon as a player recognises the monster, she covers the card corresponding to the monster being imitated with her hand.

**NB:** The monsters each feature on several cards, so the monster in question may be present on several of the cards on the table. In this case several players can therefore cover a card, and/or a single player may cover two cards.

Then everyone checks:

- If a player has covered a correct card, she wins the card and places it in front of her (a player can win two cards if she has her hands placed on two correct cards).
- If a player has made a mistake, he does not win the card. The card covered by mistake remains on the table. If other cards matching the imitated monster remain on the table, they are left there for the following rounds of the game.

The "imitator's" secret card is placed face up next to the others on the table.

The player who won one (or more) cards starts a new round by taking the top card from the draw pile. If several players won a card, it is the oldest player who takes the top card.

**Winning:** The first player to win 5 cards wins the game.

**Variant for experts:** When the "imitator" mimics the monster, she must imitate the position of its arms and legs. The other players will have to find the monster in the same position.

*A game created by Anja Wrede*