



HALLI GALLI



EXtreme



THE FRUITY FAMILY GAME!

Players: 2-6

Age: 6+ years

Playing Time: approx. 20 minutes

Contents: 72 cards

(64 fruit cards, 3 monkey cards,
3 elephant cards, 2 pig cards)

1 Bell

1 Rules booklet

Idea of the Game

Elephant, monkey and pig are roaming the jungle in search of fruity titbits – and the players help them. In order of play, each player turns over a card. Whenever two identical cards, or one of the animals with its particular favourite pieces of fruit, are visible on the table, all players must try to ring the bell as quickly as possible. The first player to ring the bell wins all the face-up piles. The objective of this topsy-turvy game is to win the most cards.

Preparation

Put the bell in the centre of the table within easy reach of all players, preferably on a piece of cloth or felt (your table will thank you for the protection). Shuffle the cards and deal them out to the players evenly. If there are five players, some will have one card more than others at

the beginning, but that doesn't matter. Each player shuffles his cards again and puts them in front of himself as a face-down stack.

All players should take off sharp-edged watches or rings before the game, to make sure nobody gets hurt in the heat of battle.

How to Play

The youngest player starts the game. On his turn, each player turns over the top card of his stack and puts it down between his stack and the bell, face-up. It becomes the first card of that player's face-up discard pile. Then the turn to play passes clockwise at once.

When you turn over a new card, put it on your own discard pile so that it completely covers the previous card and only the topmost card of the pile is visible.



Turning over your card

Turn the card over facing away from you, to ensure that you do not have the unfair advantage to see the card before the other players do. The faster you turn over the card, the sooner you will also see it yourself.



When to ring the bell?

There are fruit cards and animal cards in the game. The fruit cards show bananas, plums, strawberries and limes in different combinations. The animal cards show either an elephant, a monkey or a pig. You must try to ring the bell whenever the face-up discard piles of all players form one of the following four constellations.

1) Ring the bell whenever **two identical fruit cards** are visible.



2) Ring the bell whenever there is an elephant visible and the fruit cards show bananas, plums or limes but **no strawberries**.



3) Ring the bell whenever there is a monkey visible and the fruit cards show bananas, plums or strawberries but **no limes**.



4) Ring the bell whenever there is a **pig** visible.



Lightning reflexes are called for!

The first player to ring the bell when one of the combinations listed above is visible on the table ends a round of the game and wins all face-up discard piles. He puts the cards at the bottom of his stack face-down and starts a new round by turning over the first card.

Note: The players' hands may not remain too close to the bell during the game; rather, each player must keep his hands next to his card stack on the table.

Don't ring at the wrong time!

You may not ring the bell when there are only different fruit cards visible, or when there are animals and kinds of fruit visible that these animals don't like.

1) Example: There are only different fruit cards visible.



2) Example: There is an elephant, and there are strawberries. Elephants don't like strawberries.



3) Example: There is a monkey, and there are limes. Monkeys don't like limes.



4) Example: In this situation, you may not ring the bell, either. There are an elephant and a monkey visible, and also strawberries and limes.



Note: In cases in which some of the face-up cards would call for ringing the bell, but others forbid it, you may not ring the bell. If, for example, there are a monkey, a lime and two identical fruit cards visible, you may not ring the bell; if there is a pig, but also, say, an elephant and a strawberry, you may not ring, either.

Sorry!

When a player rings the bell at the wrong time, then – Sorry! – he must put the cards of his face-up pile under the bell. The other players' piles remain where they are. The turn to play then passes to the left-hand neighbour of the player who made the mistake.



As soon as a player has won a round, he may not only put all face-up discard piles under his stack, but also all cards currently under the bell.

Exception: If the player who wins the round had to put cards under the bell earlier, he only gets his own discard pile and the cards from under the bell.

. . . Good bye!

When it's a player's turn and he has no face-down card left in his stack, he is out of the game. His face-up discard pile remains in play, however, and counts for the constellations until won by another player.

Note: A player is also out of the game if he has rung the bell wrongly twice in a row. In this case, he must put all his cards under the bell.

End of the Game

The game ends when there are only two players left. Those two players finish the current round, playing until one of them wins the face-up discard pile. There is one special rule in this situation: If a player rings the bell wrongly in this final round – “Sorry!” – then the other player immediately wins the face-up discard piles and the game ends. The player who has the most cards at the end of the game wins.

If you agree to do so in advance, you can also play until one player has won all cards.



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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