

# **Funny Flamingos**

## **Contents:**

24 neck cards, 4 head cards, 4 base boards, 1 colour dice

## **Setting up**

- Each player chooses a flamingo base board and places it in front of them.
- Spread the flamingo neck and head cards face down on the table with the colour spots facing up.

## **Object**

To be the player with the most rubber rings on their flamingo's neck at the end of the game.

## **To play**

- The youngest player starts by rolling the dice and choosing a card with a matching coloured spot. Turn the card over.
- If it is a neck card, join it to your flamingo base board. Play passes to the next player.
- If it is a head card AND you do not already have a neck card, return the head card to the table, spot side up, and mix up the cards. Play passes to the next player.
- If you pick up a head card and you already have one or more neck cards, add the head to your flamingo. Play passes to the next player.
- Once you have a flamingo head you can no longer add any more cards to your flamingo but you can still turn over cards on your next turns. If you turn over a neck card place it to one side out of play. If you turn over a head card you can add it to another player's flamingo preventing them from adding further neck cards to their base board. Play passes to the next player.
- If you roll a colour and there are no matching cards left on the table play passes to the next player.
- The game ends when all players have completed their flamingo. Each player counts how many rubber rings are on their flamingo's neck.

## **The winner**

The winner is the player with the flamingo wearing the most rubber rings.



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Wymondham, Norfolk, NR18 9SB, England  
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