

## **Contents:**

48 cards (4 x 12 images)

## **Object**

To be the player with the most cards in their pile at the end of the game.

## To play

- Each player is dealt four cards which they hold in their hands.
- A row of four cards is placed face up in the centre of the table.
- The rest of the cards are put to one side: this is the 'deal' pile.
- The youngest player begins by looking to see whether they have a card in their hand with the same picture as one of the four cards in the centre of the table.
- If so, they 'steal' this centre card and put it face up in front of them with their matching card. This is their pile.
- If there are more than one matching cards in the centre, then the player takes them all and places them with their own, on their pile.
- If a player has no cards matching the centre cards, then they put one of their cards from their hand face up in the centre with the other cards.
- Play continues clockwise around the table.
- If a player has a card which is the same as the top card in someone else's pile, then they can steal that player's pile, placing their card on top of it and adding them to their own pile!
- When everyone has played all four of their cards, they are dealt four new ones and the game continues.
- The game stops when all the cards have been dealt and played (there may be some cards left in the centre).

## The winner

The winner is the player with the most cards in their bundle, when all the cards have been dealt and played.



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