

ISEGRIM

A Card Game for 2 – 6 players aged 5 and up /

Playing time: 5 – 15 minutes

These game rules are not the game rules which are included inside the box. They are the now recommended game rules.

Game Material

- 50 cards printed on both sides, each 10 of the landscapes “Mountain”, “Forest”, “Meadow”, “Lake” and “River”. Each side of each card shows one of these five animals: Lynx, Wolf, Bear, Deer or Eagle.

- 6 Tokens

Aim of the Game

The player who succeeds first in collecting 5 cards of the same landscape and showing each animal at least once will be the winner.

Setting up the Game

Each player gets 1 token. Deal out 1 card of each landscape to each player, randomly chosen. Players hold their 5 cards on hand. Shuffle the rest of the cards and place 20 cards in a circle on to the table. If playing with less than six players, all remaining cards are not required and returned into the box.

Playing the Game

The player who has seen a Wolf at last starts. On turn, the player places his token into the centre of the circle of cards. Then the player in turn has to name any one of the other players who still holds his token. The player in turn cannot name a player who does not hold his token anymore.

As soon as none of the players holds their token anymore, all players get back their token.

As soon as the player in turn has named a player, the named player cannot look upon the 20 cards anymore. Then the player in turn asks the named player a question about the number of any kind of animal shown on the 20 cards. For example, a question could be like: “How many dears are shown?”

The named player cannot look upon the 20 cards as long as he did not answer the question.

After answering the question, players check if the answer is right or wrong. If the answer is right, the named player may exchange anyone of his cards with anyone of the 20 cards. If the answer was wrong, the player in turn may exchange anyone of his 5 cards, but the player may only pick a card that shows the animal in question.

Anyway the named player will become the next player in turn and so on.

Game End and Winner

The game immediately ends as soon as a player holds 5 cards of the same landscape and each animal is shown at least once on these cards. This player is the winner of the game.

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