


QUISTWIST

 **Ages:** 6 years upwards  **No. of players:** 3- 6

 **Contents:** 24 double-sided marmoset cards (with one coloured side and one grey side).

 **Object:** To be the first player to find the card combining a specific colour and activity.

Preparing to play: When playing with three to four people, give each player 3 cards, when playing with five people, give each player 2 cards, and when playing with six people, give each player 1 card. Each player places their cards in front of them, colour-side up. The remaining cards are put in a pile, colour-side up, in the middle of the table, forming a deck.

 **How to play:** To start your turn, turn over the first card in the deck and place it next to the deck, grey-side up, so that the players can see a grey card and a coloured card.

At the same time, the players must try to find the card that combines:

- the **position** of the monkey on the grey card
- and
- the **background colour** of the coloured card.



If the card showing this combination:

- **is visible on the table** (on top of the deck or in the middle of the table or in front of a player): the first player to tap the card wins.
- **is not visible on the table:** it's in the deck! The first player to tap the deck wins the first grey card in the middle of the table.

Each time you win a card, you must place it in front of you, colour-side up.

Exception: If the card is in front of a player and he/she has protected it by being the first to tap it, that player wins the first grey card in the middle of the table and places it in front of him/herself, colour-side up.

Caution: If you make a mistake, you lose one of your cards, which you must place colour-side up in the middle of the table, within reach of all players.

Then, the next player turns over the first card on the deck and places it grey-side up on top of the previous grey card.

Winning: The round ends when a player has a certain number of cards:

When playing with 3 people, the winner has 8 cards.

When playing with 4 people, the winner has 7 cards.

When playing with 5 people, the winner has 6 cards.

When playing with 6 people, the winner has 5 cards.

A game by Charlotte Fillonneau.