

ALLES KAN ONE!



Johnny Jokey is a successful pirate. On his forays, he has amassed so many treasures that he sometimes gets quite confused. Is the parrot actually sitting on his shoulder or is it just depicted on his arm as a tattoo? Is the crown still hidden on the island or has he already looted it? Should he better go to the tavern now before driving himself crazy – or doesn't any of it matter anyway?! Help him clear the decks!

Game material



(backside)

7 topic cards featuring
7 different background colours



(backside)



49 pirate cards featuring
7 different background colours

Illus. 1

Aim of the game

Each player tries to collect the most pirate cards. Players have to keep in mind what is currently lying at seven different locations. However, the items in these places change constantly. The player who manages to call the names of the items the fastest has a good chance of winning.

Game preparation

Lay out the 7 topic cards face up



Play 7 pirate cards, memorize them and then flip them over!

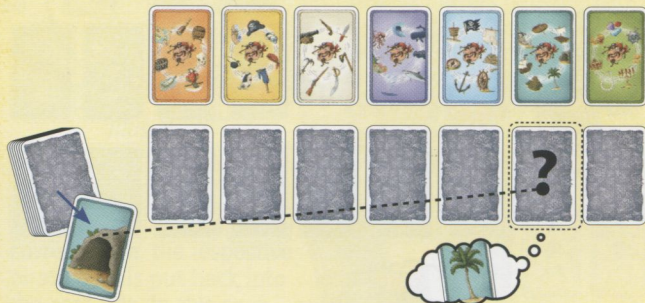


Illus. 2: Place the 7 topic cards face up next to each other in the middle of the table. Then you put a random – but color-matching – pirate card face up below each topic card. Try to memorize the pirate card; then flip it over.

Shuffle the deck of the remaining pirate cards.

Course of the game

The cards have all been flipped over. Have you memorized everything? Now the game starts. The player who last was in a boat takes the card deck and reveals the top card so that all players can see it **at the same time**.



Illus. 3: A turquoise pirate card is revealed from the card pile. Now you have to remember the item on the pirate card that is lying face down below the turquoise topic card. The first player to shout „palm tree,” puts the „palm tree” card in front of him as a victory point. Now the „grotto” is placed face up at the former location of the „palm tree.” Try to memorize the „grotto” and then flip the card over.

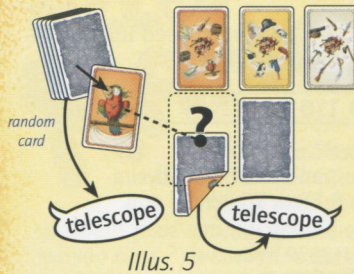
Tip: Always say aloud – so that all players can hear – the name of the pirate card, before you turn it over. This way, everybody knows what the correct term is.

The player who won the previous pirate card takes the card pile and reveals the next card, visible to all players.



Illus. 4: The orange „parrot“ card is revealed. Who still remembers that now the „telescope“ are wanted?

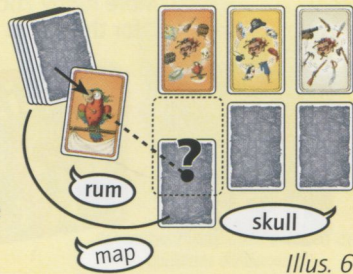
Each player may always shout out only **one term**. Then the face-down card is turned over so that the players can check what term has been correct.



Illus. 5

If several players **simultaneously** shout out the correct term and the other players cannot agree who was first, one of the fastest players gets the laid-out pirate card and the other players involved each get any one card from the card pile (illus. 5). Any one of the fastest players reveals the next pirate card.

If **no player** calls the **correct term**, the respective pirate card is put back into the card pile. In this case, too, the card drawn from the pile is placed at the location now vacant (illus. 6). The player who received the previous pirate card reveals the next one.



Illus. 6

End of the game

As soon as all cards in the card pile have been used up, the player with the most pirate cards wins.

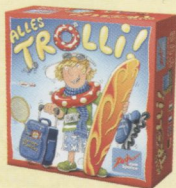
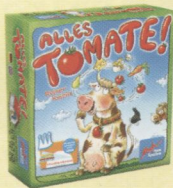
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