

ENG



1, 2, 3

A game for 2-8 players,
ages 6 and up.

Let's learn how to
play **1, 2, 3... Now you
see me!** It is a game I
play with my animals
on my farm in the country. While
little farmhands cover our eyes, the
animals run around the area nearby. Then
we have to try to guess what happened. There's
hiding and chasing. It's a lot of fun!

COMPONENTS

- 32 cards: 4 animal cards per player (in 8 different colors)
- 18 action cards
- 40 point counters (green for 1 point, red for 3 points)
- 26 animal figures (7 sheep, 7 pigs, 6 cows, 6 horses)
- These rules



GETTING READY FOR THE GAME

1. Each player chooses a color and gets four animal cards marked with the color they have chosen.
2. Shuffle the action cards to make the deck.
3. Place the 26 animal figures inside the top of the game box.
4. Leave the point counters near the players in a reserve pile.

HOW TO PLAY

Whoever most recently pet a cow is the player in charge. What? I can't believe it! No one has ever pet a cow? Well then... In that case, the oldest player will be the first one to play for the first turn. Each turn is made up of three rounds, and these all have the same player in charge. When the turn is over then the next player becomes the player in charge for another three rounds, and so on for each turn.

THE TURN AND THE ROUNDS

A turn is made up of three rounds, and each round will play through the following steps:

A. The player in charge shuffles the action deck and mixes up the animals in the top of the game box and, without looking, tries to grab a handful of between ten and fifteen animals. Then he drops them on the table from a height equal to about one or one and a half hands high.

If any player notices that there are less than 10 or more than 15 animals on the table, he will say so out loud. If it is true, then he gets 1 point (take it from the reserve pile). Only one player can win this point and it is the one who notices it and says so before the others. You must pay attention! If this happens, then the player in charge must place the animals back into the box top, mix them up, grab another handful without looking and drop them on the table again. If the player in charge fails to grab the right number three times in a row, his turn is automatically over and the player to his left becomes the new player in charge.

B. The player in charge counts ten seconds out loud while the other players look at how the animals are arranged on the table. After the time is up he says "Close your eyes!"

C. The player in charge takes a card from the top of the action deck, looks at it and puts it face down in front of himself. He then performs the action indicated on the card. If the action on the card cannot be done because some of the animal types are missing, the player in charge draws a new action card from the deck. Keep in mind that all the animal figures, except the one or ones the the player is told to move, must remain where they originally fell.

The possible actions are:

- **An animal appears.** Take one of the kind of animal indicated on the action card from the box and place it on the table, so that it is mixed in with the rest of the animals.
- **Hide an animal.** Choose one of the kind of animal indicated on the action card from the table and put it back in the box.
- **Move an animal.** Choose one of the kind of animal indicated on the action card from the table and change its location on the table (you must move it a distance that is at least as far as one card is long).
- **Two animals switch places.** Choose an animal on the table of each kind indicated on the action card and switch their positions.

D. Then the player in charge says, "Now you can open your eyes and guess!"

Depending on what kind of action was carried out, the player in charge says to the rest of the players:

"You have to guess..

- ... which animal appeared."
- ...which animal hid."
- ...which animal moved."
- ...which two animals switched places."

Then the other players choose their animal cards, the card or cards that match their guesses and place them face down in front of them.



Examples:

Action	Question	Answer
	Which animal moved?	
	Which two animals switched places?	

E. After having selected the card or cards they think are correct, the players turn them over to show them at the same time. Then the player in charge shows his action card and checks the players' answers.

- If nobody got the right answer then the player in charge gets 1 point.
- If one or more of the players got the right answer, each of them gets 1 point.

Once the round is over and the points have been awarded, the players pick up the animal card or cards that they played and return them to their hands.

At this point the first round of the player in charge has ended and the second round begins, in which steps B to E are carried out again. When the player in charge has completed three rounds, then it is the turn of the next player to the left (and he or she becomes the new player in charge). In games with six or more players, you may wish to limit the duration of the game to two turns as player in charge for each player.

THE FOLLOWING TURNS

The new player in charge picks the animals up from the table and puts them back into the box. He takes the action deck from the previous player in charge and shuffles it.

The game continues until each player has had their turn.

END OF THE GAME

When all the players have had their turn as player in charge, the game is over and the players count up the points they have earned. The player with the most points wins. If there is a tie, the players who tied will share the victory.

VARIANT FOR THE LITTLE ONES (4-5 YEARS OLD)

GETTING READY FOR THE GAME

1. Each player chooses a color and gets four animal cards marked with the color they have chosen. The action cards remain in the box. They are not used in this variant of the game.

2. Grab 10-15 animal figures without looking at them, and let them drop on the table from about 10-15 cm high.

The players look at how the animals are arranged on the table and try to remember where they all are. When all the players are ready, the game can begin.

The oldest player is the player in charge. He chooses an animal card from those of his color and places it face down in front of himself. He asks the rest of the players to close their eyes. Then he moves only the kind of animal he has chosen, so that the move is noticeable (at least as far as one card is long). After he has done this he tells the other players they can open their eyes. The players then try to guess which animal moved. They choose the animal card they think matches the animal that moved from their animal cards and place it face down in front of them. For example, when a player thinks that a cow moved, he chooses the cow card.

When all the players have chosen the card they think is correct, they turn them over and show them at the same time. Then, the player who moved the animal shows the others his card. The players that guessed the right answer get 1 point.

THE FOLLOWING TURNS

The player seated to the left of the player in charge will become the new player in charge for the next turn and carry out all the steps described above. The process repeats until one of the players reaches 5 points.

END OF THE GAME

The game is over when a player gets 5 points. If there is a tie, the tied players share the victory and celebrate by playing another game.

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