

# Aim of the Game

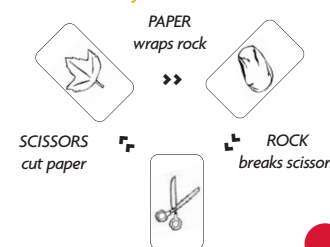
Be the first player to get rid of all your cards!

# The Yellow Défifoo®

All Défifoo® games can be found at [www.defifoo.com](http://www.defifoo.com)

## The Cards

### Order of symbols



### Order of colors

Just like a traffic light:

- Yellow is higher than green.
- Red is higher than yellow and green.



**JOKER: Can ALWAYS be played!**

A Joker can be played at any time. After playing it, choose the symbol from which you wish the game to continue (the color being that of the Joker card).



**SKULL-AND-CROSSBONES: Can NEVER be played!**

This card can NEVER be played! For a chance to win the game, you MUST get rid of it.

### EVENTS

Certain cards trigger an event when they are played.

There are 5 DIFFERENT EVENTS:



#### 1. PLAY AGAIN OR REVERSE THE DIRECTION

Either play again straight away (if you cannot play, take a card from the pile), or change the direction of play. You decide!



#### 2. SPEED

The fastest player to play a legitimate follow-up card wins the trick, and the game continues beginning with this card (if none of the players can play a card, the game continues as before). Important: the player who just played the card cannot take part.



#### 3. THE NEXT PLAYER TAKES 3 CARDS FROM THE PILE

The next player takes 3 cards from the pile and misses their turn, UNLESS they play a Joker or legitimate follow-up '+3' card.

→ If they play a Joker, the '+3' effect is cancelled and the game continues as normal.

→ If they play a '+3' card, the following player draws 3+3 = 6 cards, unless they play a Joker or a legitimate follow-up '+3' card, etc.



#### 4. GIVE ONE CARD TO ANOTHER PLAYER

Give one card from your own hand to a player of your choice. This player must say 'thank you' as soon as they receive the card, or else they must take 3 cards from the pile!

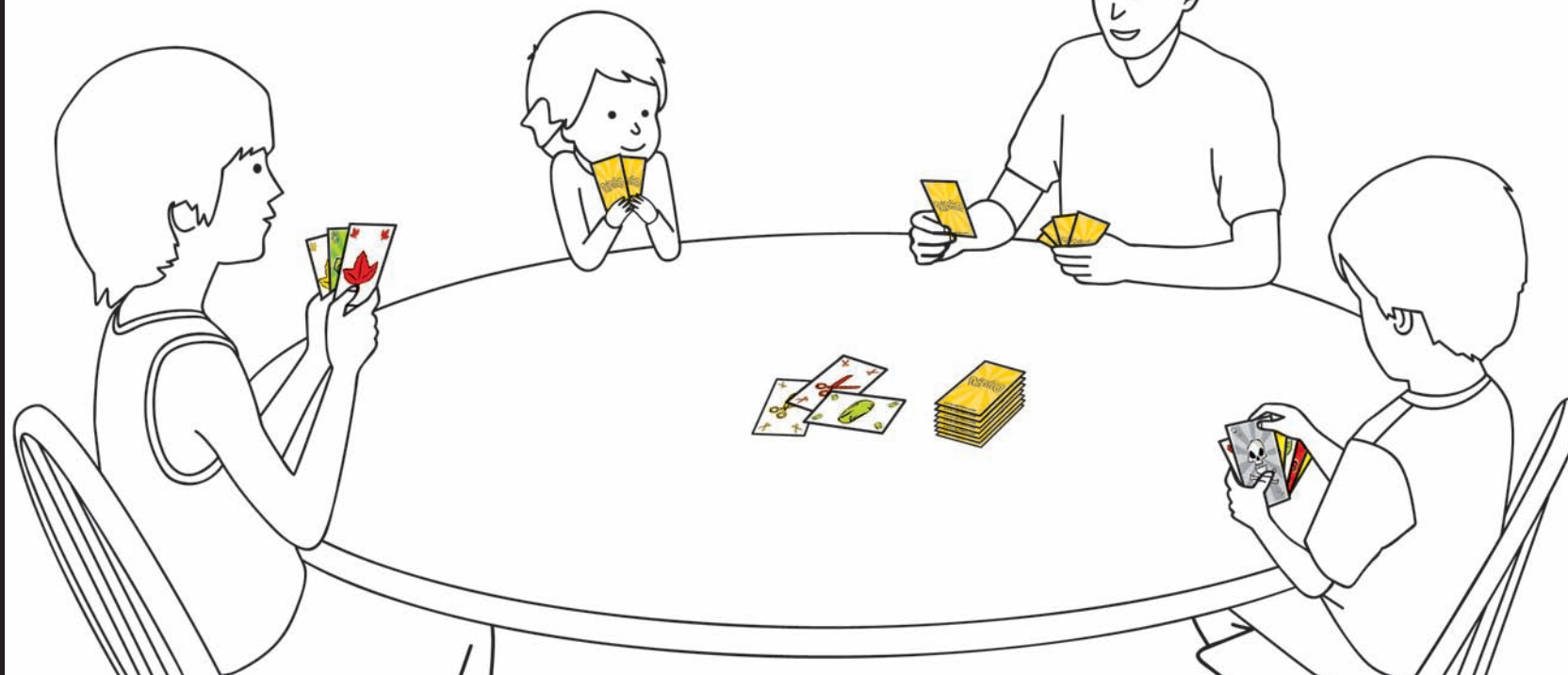


#### 5. SWAP YOUR HAND

Swap your hand with a player of your choice.

## Let's Play!

1. Deal 7 cards to each player.
2. The remaining cards make up the draw pile, which should be placed on the table, between the players.
3. The players should look at their cards. A word of advice: organizing the cards by symbol (rock, paper, scissors) rather than by color makes your hand easier to read.
4. The dealer chooses the direction of play. They start to play by placing the card of their choice face up on the table.
5. The players take it in turn to play their cards, each playing a card higher than the preceding one. If you cannot play, you must draw a card from the pile. If this card can be played, play it right away.
6. You do not have to play, even if you have a playable card in your hand. But you do then have to draw a card from the pile!
7. The game ends as soon as a player plays their final card.



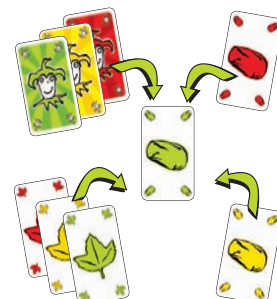
## Playing the Game

When it is your turn to play, play a card higher than the preceding one:

- A card with the same symbol and a higher color.
- A card with the next highest symbol, no matter what color.
- A Joker, of the color of your choice.

Example: if the last card played is a green rock, you can play:

- A yellow rock or a red rock (same symbol and higher color).
- Any paper (all paper wraps rocks).
- A Joker.



If you make a mistake by playing an incorrect card, take 3 cards from the pile and miss your turn.

## Who Wins?

The winner is the first player to get rid of all of their cards.

Several games can be combined and all points counted up: the winner of each game gets 0 points and deals the cards in the next game. The other players add up their points according to the cards they are still holding:

- GREEN card: 10 points
- ORANGE card: 20 points
- RED card: 30 points
- JOKER or the SKULL-AND-CROSSBONES card: 50 points

The ultimate winner is the player with the least amount of points at the end of 10 games.

## Special rule for children

### 1. Only play with symbols

Remove all Event cards and do not take any notice of the colors: a card is higher if it has a higher symbol.

### 2. Reintroduce the Event cards

Once the rules of the game are well understood, explain the events and reintroduce the Event cards into the game.

### 3. Explain the colors