

Aim of the Game

Become the Ruler of the World by conquering the most continents!

The Orange Défifoo®

All Défifoo® games can be found at www.defifoo.com

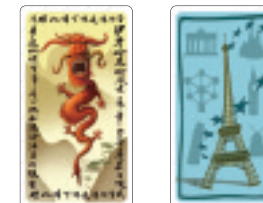
Let's Play!



1. Place the 7 CONTINENT cards on the table, leaving a bit of space between each one (If the table is too small, place fewer cards).
2. Each player chooses a color, shuffles the 17 corresponding cards and places their pile face down in front of them. The other colors are placed aside.
3. Each player takes 5 cards from the top of their pile and looks at them.
4. The youngest player starts the game by turning over the egg-timer.
5. All players play at the same time and are allotted the amount of time of the egg-timer to place one card face down around a continent.
6. When the hourglass runs out, the cards played are turned over. Each player then draws one card from their pile to be sure they always have 5 cards in their hand.
7. The second round begins: a new player turns over the egg-timer, etc.
8. Little by little, the rounds unfold, and houses are built around the continents.
9. The game ends at the end of the last round when the players have no cards left.



The Cards



7 CONTINENT cards



STRAW HOUSE (7 per color)
Can only be placed on a free space.



WOOD HOUSE (5 per color)
Can be placed on a free space or on a Straw House.



STONE HOUSE (3 per color)
Can be placed on a free space, a Wood House or a Straw House.



FIRE card (1 per color)
Can be placed on Straw or Wood Houses, but not on Stone Houses. The house will burn, and no one will be able to build on top of it. Only a Lightning card can free the space.



LIGHTNING card (1 per color)
Can be placed anywhere to free the space: all played cards (Lightning included) are placed aside and the space becomes free again.

Playing the Game



There are 8 free spaces around each CONTINENT card in the beginning of the game.

During each round, all players play at the same time and are allotted the amount of time of the egg-timer to place one card face down around a continent. When the egg-timer runs out, the cards are turned over.

It is forbidden to place a card face down on another card that is already face down: first come, first served!

Who Wins?

At the end of the game, each player counts up the number of houses around each continent.

Who wins a continent?

The player who has the most houses of their color around a continent wins it. If several players tie, the player who has the most stone houses, then wood, and finally straw, wins. If there is still a tie, the youngest player wins the continent.

Who wins the game?

The winner of the game is the one who won the most continents.

Several games can also be linked. At the end of each game, make a note of the continent(s) you have won. The winner is the first to conquer each of the 7 continents at least once.