

picco Camillo

Inviting and speedy bring-along-game for 2 or more players aged from 4 years.



Game type: Bring-along-game
Players: 2 or more players from 4 years old
Contents: 1 game board,
12 friends in 6 different colours,
1 top,
instructions
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Illustrations: Aleš Vrtal

3 0 8 9 Picco Camillo

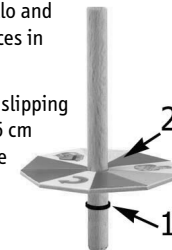
Story

Little Camillo and his friends are very sociable people and love visiting their friends to play. But they never stop by without being invited and always wait for invitations. Try to invite as many friends as possible and to gather them around you.

Preparation

First place the bottom part of the box in the middle of the table within reach of all players. It shows the home of Camillo and his friends. Place all 12 pieces in Camillo's home.

The top is assembled by slipping the rubber band approx. 1,5 cm onto the rounded end of the wooden stick. The stick is then slotted into the under side of the disc.

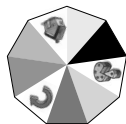


Aim of the game

Players try to invite as many friends as possible and to gather the corresponding pieces around them.

How to play

The youngest player starts. Play in a clockwise direction. Take your turn by spinning the top.



If the top stops on a **coloured face**, you may take **one piece** of that colour out of Camillo's home. If there are no pieces of that colour left, you may take a piece of that colour from another player. If you already have both pieces of this colour, nothing happens.



If the top indicates the **house** face, you may take **a piece of your choice** out of the home and place it in front of you on the table.



If the top shows the **cake** side, you will attract the attention of Camillo and his friends. The player who spun the top receives **one piece from every player** and places these in front of him on the table. A player who does not yet have any pieces, does not have to hand anything over.



If the top indicates the **arrow**, the children move on to the next house. Each player simultaneously hands all his pieces over to the neighbour on their left. Players who do not yet have any pieces are not required to hand anything over.

It is then the next player's turn.

End of the game

The game is over when the last piece is taken out of Camillo's home. The player with the most pieces wins the game.

In the case of a tie, play continues until there is a clear winner. It is quite possible for a player other than the two players involved in the tie to become the winner. If the top shows the house during this phase of the game, the player does not get a piece, and it is the next player's turn.

And now have fun with Camillo and his friends!