

Trilli-Trilli

There´s intense activity going on in bird land. Lively dice game for 2-4 bird lovers from 3 years, with two game variations.



Story:

Chirp, chirp! The little birds are jumping from one nest to the other, looking for their eggs. Help the birds to fly to the right nest.

Preparation

Shuffle the 16 bird's nests and place them in a circle, face up. Do not place nests of the same colour next to one another.

Form a pile with the 16 task cards and place it in the middle of the circle within reach of all players. Place each of the four little birds on a nest of your choice.



Aim of the game

You move the little birds around the circle with the help of the dice. The player who succeeds in placing the right bird on the predetermined nest may take a task card. At the end of the game the player who has the highest pile of task cards wins.

Course of the game

Take turns, in a clockwise direction. The smallest player begins. He turns over the first task card of the pile and places it on top of the pile so that everyone can see it, then he throws the dice. The dots on the dice indicate the number of steps that he can move the bird shown on the task card either to the right or to the left. Occupied nests are jumped over and not counted.

The card shows a combination of a bird of a certain colour and eggs of a certain



colour, e.g. a yellow bird sitting on blue eggs. The players try now to form this combination with

the birds and the circle of nests, e.g. The player whose turn it is, tries to fly the yellow bird to the nest with the blue eggs, moving the number of points on the dice.

If the corresponding bird is already sitting in this nest, the player can take the task card without throwing the dice. He then turns over a new task card.

If the corresponding bird is not yet sitting in the correct nest, the player whose turn it is throws the dice.

The player reached the correct nest

If the player has reached the correct nest that is shown on the task card, he may take the corresponding task card with the matching colour combination and continue his turn.

He turns over a new task card from the pile and tries to achieve the required combination by throwing the dice once more before moving a bird. He may continue playing as long as he can form the right combinations. If he does not manage this in one move, it is the next player's turn.

The player did not reach the correct nest

If the player did not reach the correct nest, the next player to his left takes his turn. This player does not turn over a new task card. Instead, he throws the dice and tries to achieve the required combination.

End of the game

The game is over when the last task card is taken from the pile. Now all the players form a pile with the task cards that they have collected. Place the piles next to one another and compare their height. The player with the highest pile is the winner. In the event of a tie, there are several winners.

Game type: family game
Players: 2 to 4 players from 3 years
Contents: 16 round bird's nests, 16 task cards, 4 birds, 1 dice, 1 set of instructions
Author: Heinz Meister
Illustrations: Barbara Kinzebach



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3 5 6 2 Trilli-Trilli

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Variation 1 – Trilli, trilli!

Preparation

Prepare the game following the instructions of the basic game. For this variation, you don't need the dice.

Aim of the game

The players try to collect as many task cards as possible.

Course of the game

You take turns. The tallest player begins. He takes the first task card from the pile and holds it in his hand so that the other players can't see it. During this round, he is the game master.

The other players take turns to try to find the combination shown on his task card by moving the birds.

If the required combination exists already in the circle of bird's nests, the game master places his card at the bottom of the pile and takes a new one.

The player to the left of the game master places a **bird of his choice** on a **nest of his choice**, then the game master assesses the player's move.

No matching colours

If the wrong bird has flown to the wrong nest, so that the colour combination does not correspond to the one on the game master's task card, he says, "tweet!".

One colour is correct

If either the right bird has flown to the wrong nest or the wrong bird has been placed on the right nest, so that **one colour** corresponds to the required combination on the game master's task card, he says "chirp!", because one element of the combination has been guessed.

Both colours are right

If the right bird has flown to the right nest, so that the combination is an exact match of the game master's task card, he says "chirp, chirp!", because both elements of the combination have been guessed. The player who found the right combination receives this task card.

An example:

The game master draws a task card that shows a yellow bird on a nest with blue eggs.

If one of the players places the blue bird on the nest with the yellow eggs or a green bird on the nest with the red eggs, there are no matching elements, so the game master says, "tweet!".

If a player places the yellow bird on the nest with the red eggs or a red bird on the nest with the blue eggs, there is one matching element, so the game master says, "chirp!".

If a player places the yellow bird on the nest with the blue eggs, he has guessed the combination. The game master says "chirp, chirp!" and hands the task card over to this player.

The player who guessed the combination becomes the new game master and draws a new task card from the pile.

End of the game

The game is over when the last task card is taken from the pile. Now all the players form a pile with the task cards that they collected. Place the piles next to one another and compare their height. The player with the highest pile wins the game. In the event of a tie, there are several winners.

Variation 2 – Memo

Preparation

Shuffle the 16 bird's nests and place them face up in a circle. Do not place nests of the same colour next to one another.

Shuffle the 16 task cards and place them face down in a second circle around the first circle. Place each of the four birds on a round nest card of your choice. You don't need the dice for this variation.

Aim of the game

The players try to collect as many task cards as possible.

Course of the game

You take turns. The smallest player begins. He takes a bird of his choice and moves it to the next nest to the left or right of the bird.

Next, he turns over a task card of his choice to see if his combination of bird and nest is displayed.

If the combination is correct,

the player receives the task card and places it in front of him on the table. He continues playing and may try his luck once more.

If the combination is wrong,

the player turns the task card back over and the next player takes his turn.

Important is that

- ... you always have to move a bird before turning over a card.
- ... you only move the bird to the next nest to the left or right.
- ... you may only take a task card if you have moved the bird shown on this card.

End of the game

The game is over when the last task card is taken from the pile. Now all the players form a pile with the task cards that they have collected. Place the piles next to one another and compare their height. The player with the highest pile wins the game. In the event of a tie, there are several winners.

Have fun playing Trilli-Trilli!

