

If you have questions on these rules or on any of our products, please call us at

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CENTRAL TIME

We'll do our best to help you.

GAME DESIGN COUNCIL

From time to time, we ask our customers to review games for us and give comments on the gameplay, packaging styles, and other attributes in return for free games. If you're interested in helping us, please visit www.amigo.games/contactus to sign up or send an email to info@amigo.games with "Game Design Council" in the subject line.

OUR NEWSLETTER

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QUICK CUPS™ GAME



PLAYERS: 2-4 | AGE: 6+ | DURATION: 10 MINUTES

OBJECT OF THE GAME

Each player gets five colored cups and tries to solve the task ahead. You will need a good eye and quick reactions. The cards show how the cups should be arranged. Which bird sits on top of the tree and which on the bottom? In which order are the jackets arranged on the wall? Are the cups in the right order? Be the first to ring the bell! The fastest player wins in the end.

CONTENTS

- 24 picture cards
- 20 cups (4 sets of 5 colors each)
- 1 bell



SET UP

Each player gets a set of 5 cups in 5 different colors. Place the bell in the center of the table. It's best to put it on a cloth or a piece of felt to protect the table. Shuffle the cards and place the deck face down beside the bell.

GAMEPLAY

A random player turns over the top card of the card pile and places it face up on the table.

As soon as the picture is revealed, all the players quickly arrange their cups at the same time in the same sequence of colors as appears on the picture card. As each player finishes arranging their cups they must ring the bell.

Note: Notice that some cards show a *horizontal sequence* and some cards show a *vertical sequence* of colors.



The first player to ring the bell will win the card, but only if their cups correctly match the card. If not, then the player who rang the bell second wins the card, but only if their cups are arranged correctly. If they are also wrong, the card goes to the next player, etc.



The game goes on with the next card.

WINNING THE GAME

After all 24 cards have been played, the game ends and the player with the most cards is the winner.