6+ | 3-6 | 15 min

- Illustrated rules
- 5 tokens
- 61 cards (50 illustrative cards, 1 Rainbow card, 5 Color cards, 5 Bomb cards)

Check your reflexes! Ready? Set! Play!
Be the first to spot same color cards and find the right answer to win them! How many legs are visible? What does it rhyme with? Who is the heaviest? Be careful as the instructions keep changing! It's a Big Bazaar!

★ Object of the game ★

As soon as two cards of the same color are revealed, be the first to give the correct answer. Collect the most cards before the end of the game!
But beware! The rules keep changing, the game becomes complicated and the answers are never the same!

★ Set up ★

Place the Rainbow card in the centre of the table, take a random token and place it on the card (the token can have either side facing upwards).
Mix and distribute all cards so that each player has an equivalent number of cards. Each player places their stack of cards face down in front of them.

★ Gameplay ★

How does the game begin?
The youngest player starts.
The player flips the first card of their stack and puts it face up in front of them. The player to the left reveals one of their cards and so on.
If you have already revealed one or more cards, place the next card on top of the card revealed last so that only one card is visible. The corner of each card is marked with an icon to help recognize the colour of the card.

★ How to win cards? ★

The first token placed on the Rainbow card gives you the rule to follow if two cards are of the same color.

As soon as 2 cards of the same color appear, the players to whom they belong must reply as soon as possible to the question asked by the token, using either one of these 2 cards (see "Rule of Different Tokens").
If the fastest player answers correctly, the player recovers their card and that of their opponent and places them into a pile alongside their own deck. This pile is called the collection. These cards will be used to count your points at the end of the game.
If the answer is incorrect, the opponent retrieves the 2 cards from the competition and places them in their collection.

The game continues with the player to the left of the last player who revealed a card.

★ The chain ★

After cards have been moved to a player's collection, it is possible to discover other cards of the same color and therefore to create a chain reaction. The players concerned then apply the same rules as described above.
All cards of the same color in play during the competition are won by the one who answered first and correctly. These are then placed in the winner's collection.

★ Token rules ★

There are 5 tokens with a different picture on each side (10 different pictures).
These pictures correspond to a question that only the players concerned must answer when cards of the same color appear.

NOTE: Each card is composed of 2 elements: a main element (the one with the face!) and some sort of dressing or accessory. For example, the bathtub card is composed of 1 bathtub and 1 compass. Players must focus on these two elements.

ABC...: State the first letter of an element appearing on one of the cards.

ZYX...: State the last letter of an element appearing on one of the cards.

Leg 1,3, 2, 6: State the number of visible legs (legs/feet) appearing on one of the cards.
Ex: image Boat, answer 0

Hanger: State the name of what dresses an element appearing on one of the cards.
Ex: Bathtub, response Compass

House: State the name of the natural habitat of an element appearing on one of the cards.
Ex: Duck, answer Pond/Lake

Palette: State a colour appearing on one of the cards (the background of the image must not be quoted).

Ear: State a word that rhymes with the name of an element appearing on one of the cards.
Ex: Fly, answer Sky

Mouth: Imitate the sound that makes you think of an element appearing on one of the cards.
Ex: Parrot, answer Squawk!

Weight: State the name of the heaviest element from the two cards.

Family: State a name coming from the same family / universe as an element appearing on one of the cards. Ex: Table, answer Chair (furniture)

★ How to play with special cards? ★

As long as the special cards do not appear, the instructions to be followed are those of the rainbow card and the corresponding token.

There are 10 special cards:

5 Color Cards

5 Bomb Cards

★ Color cards ★

When a player reveals a Color card, it must be placed next to the Rainbow card. Then, take a random token and place it on the Color card, as you would on a Rainbow card.
From now on, as soon as 2 identical cards match the revealed Color card, players must answer the question shown on the token as soon as possible.

★ Attention! ★

As soon as the Color card is positioned and the token placed on it, the rule must be applied immediately.
The token of the Rainbow card is still active but only for colored cards which are different from the in-game Color cards.
When the 5th Colour card is revealed, the token of the Rainbow card must be moved onto it. The Rainbow card is then removed from the game.

★ Bomb Cards ★

When player draws a Bomb card, they must flip one of the tokens already in play revealing the hidden icon. Then the Bomb card is discarded by placing it in their collection. From now on, players must apply the new rule corresponding to this new picture. After a special card has been revealed the player on the left draws a card from their stack and the game continues.

★ End of the game ★

When all players have revealed all their cards, the game is over. Each player counts the number of cards collected. The one with the most cards is the winner of the game.

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