

## Orange cards :



**1 Hole :** You must not put your finger in the shown hole (5 cards : black hole, nose hole, keyhole, mouse hole et cheese hole).



**2 Holes :** You must not put your finger in the two shown holes. (20 cards)

## Penalties

A player receives a penalty when :

- **He is in a wrong hole**
- **He uses the wrong finger**
- **He has not changed the hole** (excepted if he is already in the right hole)
- **He is the last to put his finger in a hole already taken**

The referee takes this card in the malties stack. Several players can receive a penalty in the same time. The referee is the only one to decide.

## End of the game

The round is over when the pile of cards « Action » is ended.

The players count their penalties and add them to the previous penalties they received in the previous rounds.

A new round is launched and the player at the left of the referee is now the referee.

At the end of the rounds (there are as many rounds as players), the player who received the less penalties win the game.



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## Game contents

5 cards «Hole», 37 cards «Action», 1 rules book.

## Introduction

At the beginning of a round, a player is designated to be the «referee».

The referee doesn't put his finger in the holes : he announces the cards, decides what are the penalties, and moreover, there is a new referee for each round.

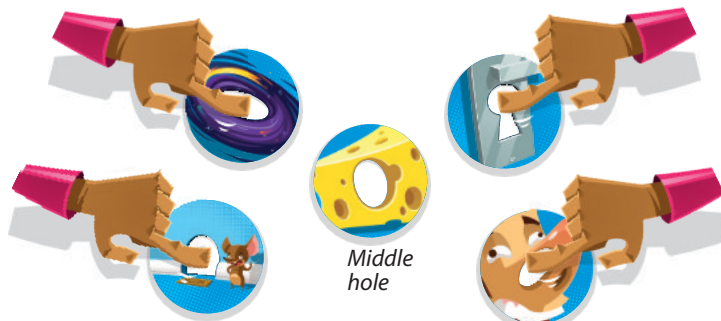
## Set up

Each player chooses a card «Hole» and puts it in front of him. If there are cards «Hole» that aren't chosen, put them overlaid in the middle of the table :

- 2 players + referee : 3 cards «Hole» overlaid
- 3 players+ referee : 2 cards «Hole» overlaid
- 4 players + referee: 1 card «Hole» in the middle

- 5 players + referee : Put a card «Action» upside down in the middle. It's now the middle hole.

Each player puts his index in its hole.



The referee mixes the deck of cards «Action» and takes 5 cards per player. If there is 4 players + 1 referee, so he takes 20 cards (4x5). These cards are placed in front of the referee and the other cards are now the stack for penalties.

The game can now begin.

## The game

The referee takes the first card «Action» of its pile and places this one in the middle, announcing clearly what card this is.

Once the first card has been revealed, every player rushes to move their finger to place it in the right hole.

Be careful : the cards «Hole» that have been overlaid continue to exist, they just share the same place.

**Each time that a card «Action» has been revealed, you have to move your finger !!!**

Excepted if this one is already in the right hole when the cards «your hole» et «middle hole» are revealed. If the finger of a player is already placed in the hole of another player and if the card «Hole of the others» is revealed, he has to move his finger in another hole !

## The cards «Action»

There are 2 categories : Green cards show **what you must do** and Orange cards, **what you must not do**.

### Green cards :



**Finger** : the card shows which finger you have to put in a new hole. For the next card, you'll have to play again with your index (3 different cards).



**Middle hole** : you have to put your finger in the middle hole, and only in the middle hole.



**Hole of the others** : you have to put your finger in the hole of another player. (Middle hole and your hole are forbidden)



**Your hole** : you have to put your finger in your own hole. The middle hole is forbidden.