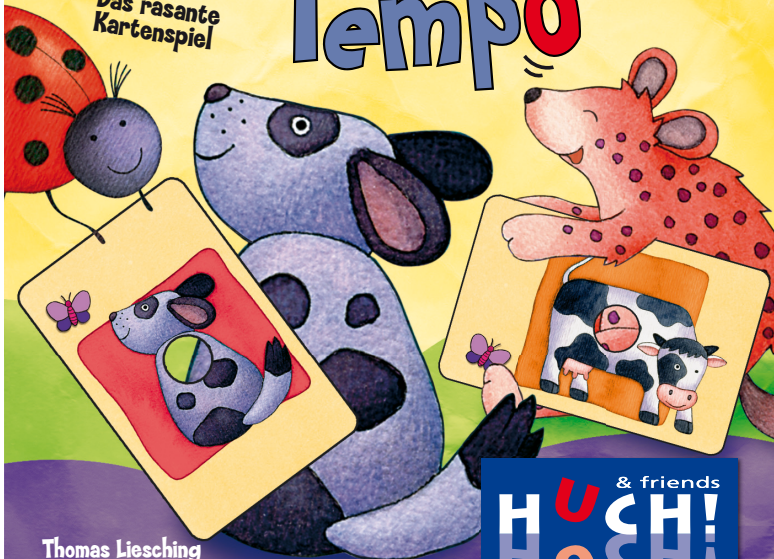


# Tempo Tempo

Das rasante  
Kartenspiel

4+



Thomas Liesching  
Susanne Kummer

& friends  
**H U CH!**  
**H U CH!**

# Tempo Tempo

A fast-paced game of quick reflexes for 2 to 4 players aged 4 years and up

## Contents

24 animal cards

24 pattern cards

## Aim of the game

All players try to match one of six different pattern cards with the right animal at the same time. You have to show quick reflexes; only the quickest player gets to have the pattern card.

## Preparation

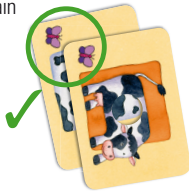
Each player receives a complete set of animal cards with a peephole. Shuffle the pattern cards, form a pile and place it face down on the table.

## How to play

The oldest player begins and takes the pile. He turns over the topmost pattern card and places it in the middle of the table. Now, as quick as possible, all players simultaneously try to find the animal card from the cards in their hands that matches the pattern card. As soon as a player has placed an animal card on top of the pattern card, players verify if it is the matching animal card.

**Note:** It is very easy to check if the matching animal card has been played: Just verify if the butterflies on the animal card and on the pattern card fly in the same direction.

✓ If the player has chosen the correct animal card, he may take the pattern card and place it in front of him on the table. Then he picks up his animal card again and holds onto it; the same pattern card will come up four times throughout the course of the game.



**X** If he has chosen the wrong animal card, he must discard it along with the pattern card and play the rest of the game with one less animal card.



If no one is able to place an animal card on the pattern card, because, for example, nobody has the matching animal card in his hand, the pattern card is discarded and the next pattern card is turned over. Then the player whose animal card has been analysed takes the pile and flips over a new pattern card.

## End of the game

The game is over when there is no pattern card left to be flipped over. The player who has collected the most pattern cards wins the game.



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