



## Game Instruction

### Playing with

**Players:** 2-5

**Age:** 5-up

### The Game Contains

48 flexible rings in 6 colors, 8 in each color, 24 assignment cards, A bell.

### The Object of the Game

To wear the rubber rings in the right color and order as appears on the assignment card and be the first to ring the bell.

### Getting Ready

Place the bell in the center. Take the rings out of the box and place them in a pile near the bell. Shuffle the cards and place them as a face down draw pile on the other side of the bell.

### How to Play

When everybody is ready, the youngest player turns over the top card in the draw pile and place it beside the pile face up so everybody can see it. As soon as the card is visible, all the players start to collect rings and put them on the appropriate fingers to form the same configuration they see on the card. The player who finishes and rings the bell first wins the card but he must keep his hand on the bell for the others to check. If he made a mistake in the rings configuration he must take away his hand and let the rest of the player compete for the card. (In the case of only 2 players the other player automatically wins the card.) The winner of the card starts opens the next card.

**Oops:** If after checking his hand, it turns out that the player who rang the bell has made a mistake and the set up of the rings on his hand is incorrect he must take his hand away from the bell and the rest of the player get their chance.

### End of the Game

The game ends when one player has collected 5 cards and he is the winner of the game.

### Memory Version:

The game is played the same except that after the card is turned over, the players are given 5 seconds to memorize it and after 5 seconds the card is turned face down. The players now must form the configuration on the card from their memory.