



Card Games

Ravensburger® Game no. **20 345 1**
Design: Yellow Fly Design, UK

Contents:
8 different quartets (32 cards)

You can play 4 fun card games with your favourite characters from Ben and Holly's Little Kingdom: **Game of Snap, Happy Families, Game of Swap and Picture Pairs.**

1. GAME OF SNAP

For 2 – 4 players aged 3+ years.

Aim of the game

Collect all the cards to win the game.

Preparations

Shuffle the cards and deal them equally among yourselves. Each player lays their cards face down in front of them on the table.

How to play

The youngest player starts by placing the top card from their pile in front of them, face up. One after another, each player turns over the top card of their pile and lays it open next to their own pile. Eventually, each player will have two piles in front of them – one with cards face down and one with cards face up.

Watch out, as soon as a new card is turned over: Look carefully to see whether a card with the same picture is lying on the table already! If it is, you have to shout fast as lightning “SNAP”. The first one to shout “SNAP” collects all cards lying open on the table. Shuffle the cards you have won and put them face down at the bottom of your pile with face down cards in front of you. The game now continues.

If two players call “SNAP” together, or a player calls “SNAP” by mistake, the cards they have turned up are taken and placed in the centre, to form a pool. Play continues and if a card is turned over with the same picture as the card on the top of the pool, the first player to shout “BEN AND HOLLY” takes all of the cards from the pool, shuffles them and adds them face down to the bottom of their pile. But watch out: Whoever shouts “BEN AND HOLLY” incorrectly has to put their pile of open cards in the middle as well.

No more cards to turn up? It's easy: Shuffle the cards in your open pile and carry on playing with these cards. Whoever is left with no cards is out.

End of the game

The game ends as soon as only one player has cards left. This player is **the winner!**

2. HAPPY FAMILIES

For 3 or more players aged 3+ years.

Aim of the game

Collect the most sets of 4 matching cards (quartets) to win the game.

Preparations

Shuffle the cards and deal them equally among yourselves. Hold your cards so that nobody else can see them. Look at your cards: If you already have a quartet, lay it down in front of you as a winning stack.

How to play

The shortest player starts. If it is your turn ask other players for cards you need to complete a quartet. For example: If you already have 2 Gaston cards you need the other 2 Gaston cards to make a quartet.



If the player asked has the card, it must be handed over to you. You can keep asking for a card until a player you ask doesn't have the card you asked for. Then play passes to this player and they ask the other players for cards they need.

If you run out of cards, you must drop out of the game.

End of the game

The game ends as soon as all cards are played and handed out. Whoever has the most quartets is **the winner**.

3. GAME OF SWAP

For 2 – 4 players aged 3+ years.

Aim of the game

The player who is left with the card showing King Thistle loses.



Preparations

Remove 3 of the King Thistle cards. Shuffle the rest of the cards and deal the cards, face down, to all the players. Hold your cards so that nobody else can see them. Look at your cards: If you already have sets of two identical cards, lay them face down in front of you.

How to play

The oldest player starts. If it is your turn offer your remaining cards, face down, to the next player who takes one of them. If this card matches one already held, they put this pair of cards face down in front of them. This player then offers their cards, face down, to the next player.

End of the game

The game continues in this way until one player has matched all their cards. They should then put all their pairs out on the table, and the player who is left with the card showing King Thistle is **the loser**.

4. PICTURE PAIRS

For 2 – 4 players aged 3+ years.

Aim of the game

The player who collects the most pairs is the winner.

Preparations

Put all cards face down in the middle of the table, shuffle them and spread them out so that no card lies on top of another one.

How to play

The tallest player starts by turning up any 2 cards. If these cards match, the player keeps them and claims a pair. This player continues to play until they pick 2 cards that don't match. Cards that don't match have to be put back and play passes to the next player.

Remember to look carefully as the cards are turned over, so you remember where the matching cards are.

End of the game

Keep on playing until all the cards are matched up. Whoever has the most card pairs at the end of the game is **the winner**.

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