

Ring-A-Ding-Ding™ GAME



AGES
4+



10
MINUTES



2-6
PLAYERS

If you'd like to learn to play by watching a short video instead of reading these rules, please visit www.amigo.games/game/ring.

CONTENTS

32 Cards



72 Bands

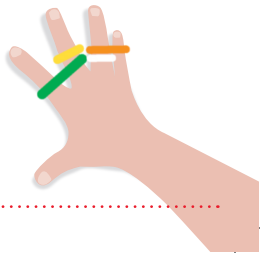
1 Bell



Instructions

OBJECT OF THE GAME

To be the first player to collect 5 cards. Players collect cards by being the first in a round to put bands on their fingers in the patterns shown on the cards.



SET UP

1. Place the bell in the middle of the table.
2. Shuffle the cards and place them in a pile, face-down, next to the bell.
3. Place all the bands randomly around the bell and cards.

PLAYING THE GAME

1. The oldest player flips over the top card from the pile and places it face-up next to the draw pile. All players race to put bands on their fingers in the same pattern shown on the card. Players may use their left hands or right hands, and may put their palms face-up or face-down.
2. The first player to finish rings the bell with the hand the bands are on. If this player has placed all of the bands correctly (the correct colors on the correct fingers in the correct order), s/he collects the card.



3. If the player who rang the bell did not match the card exactly, s/he must place one of the cards s/he collected (from a previous round) on the bottom of the pile. If this player does not have a card yet, s/he cannot play anymore in this round. (In a two-player game, this means that the other player wins the current card). With more than two players, play resumes with the current card.
4. Players put all of the bands they used back in the middle of the table. The player who won the card starts the next round by flipping over the top card on the pile and play continues.



WINNING THE GAME

The game ends when one player collects five cards and wins the game.

CHALLENGE ROUND

For players who master Ring-a-Ding-Ding™, here's an added challenge: Flip over the top card and wait five seconds while players memorize the pattern before flipping it back face-down. Players may not start putting bands onto their fingers until the card is flipped over. All other rules still apply.

If you have questions on these rules or on any of our products, please call us at

844-962-6446

M-F 9:00 – 6:00

CENTRAL TIME

We'll do our best to help you.

GAME DESIGN COUNCIL

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