

# Schnattergei



amigo-spiele.de/02205

A game of focus and quick reactions by Haim Shafir  
With art by Marina Zlochin

Players: 2–4

Ages: 6 and up

Playing Time: about 15 minutes

## Components

110 cards with 7 items in four colors (blue, brown, yellow, and red)



Strawberry



Banana



Elephant



Cocoa



Carrot



Pepper



Schnattergei

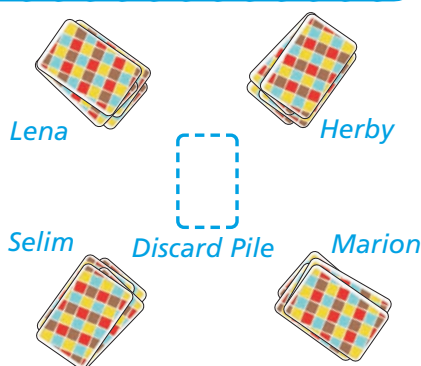
## The Goal of the Game

A red elephant? Sure: “Strawberry!” Goes without saying, doesn’t it? Call out the right word when you reveal your cards and don’t get confused—least of all by the chattering, parroting Schnattergeis. And watch out for doubles! If you’re the first to spot them, you win the played cards. The player with the most cards at the end of the game wins.

## Setup

Shuffle all the cards and deal 25 to each player. Put the remaining cards back in the box. Each player puts their cards in front of them face down. **You mustn’t look at your cards!** Leave some space in the middle of the table for the discard pile.

Setup for 4 Players



## Playing the Game

The player who will have a birthday next goes first. Take turns in a clockwise direction. On your turn, you reveal the top card of your draw deck and put it in the middle of the table, where you’ll create a discard pile over the course of the game.

**Important:** When you reveal a card, make sure you do so facing it away from you (towards the middle of the table). Try to reveal your card as quickly as possible, so everyone can see what’s on it at the same time.



Depending on the card, you must react in different ways:

### Calling Out

While putting down your card, you quickly have to call out the item that matches the card’s color.

**Note:** In most cases, this will **not** be the item that’s shown on the card!

What do you have to call out for each color?

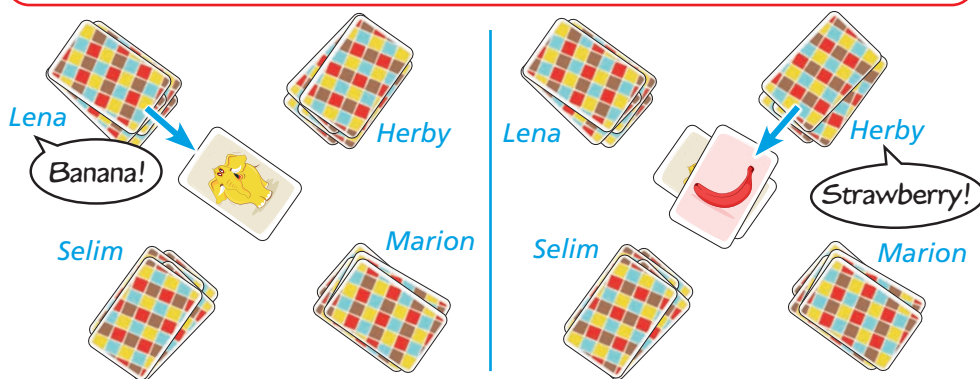
Red = “Strawberry”

Blue = “Elephant”

Yellow = “Banana”

Brown = “Cocoa”

You’ll never call out “Carrot” or “Pepper”.



**Example 1:** Lena has played a yellow elephant. She quickly calls out: “Banana” because she has played a yellow card. Next, it’s Herby’s turn. He plays a red banana and quickly calls out “Strawberry.” This is correct because his card is red.

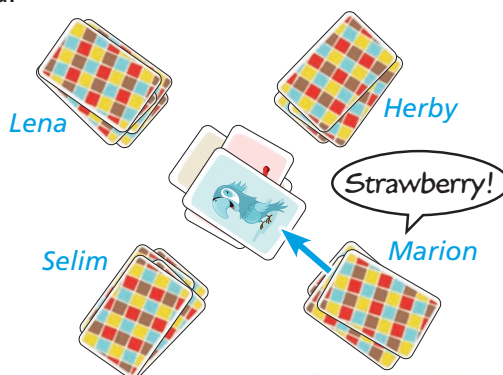
### The Schnattergei



The Schnattergei is a special card. If you play a Schnattergei, you **must not** call out the item that matches its color. Instead, you must ignore the Schnattergei’s color and repeat (“parrot”) what the player who went before you said.

**Example 2:** Marion has played a blue Schnattergei. She now must parrot what Herby said and also calls out “Strawberry”.

The Schnattergei’s color only plays a role if it’s the **first** card you play on the discard pile. In this case, treat it like any other card.



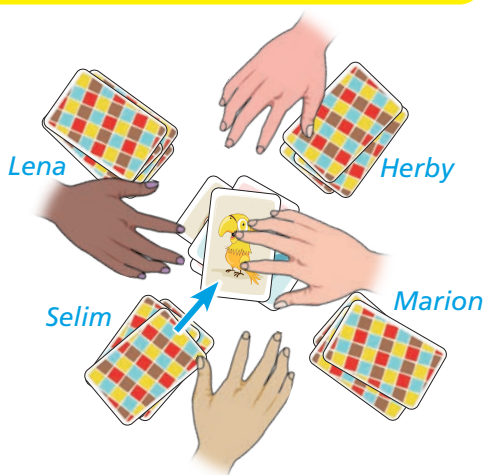
## Doubles

If you reveal a card that has the **same item** on it as the card on top of the discard pile — regardless of their color — that's a **double**. Suddenly, you're all in the game! Hit the discard pile with your hand as quickly as possible. Were you the fastest? Then take all the cards in the discard pile and put them **under** your draw deck, face down.

Then you start a new discard pile by revealing the top card of your draw deck and putting it in the middle of the table as normal.

**Important:** If the card you play creates a double, you don't have to call out anything. If you do, it's not counted as a mistake, though — even if the thing you called out was wrong.

**Example 3:** Selim plays a *Schnattergei* on Marion's *Schnattergei*. That's a **double**! Marion notices it before anyone else and hits the discard pile first. She takes the discard pile and puts the cards under her draw deck, face down. Next, Marion starts a new discard pile by revealing her draw deck's top card and putting it in the middle of the table.



## Mistakes

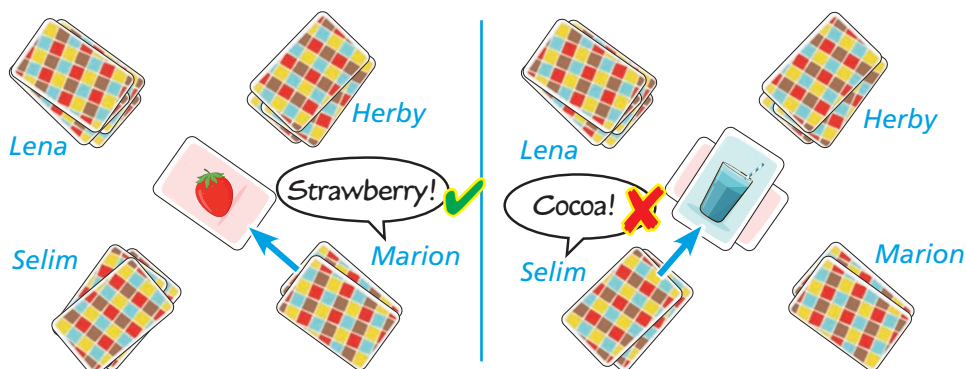
You make a mistake if you...

- ...call out the wrong item.
- ...hit the discard pile when there's no double.
- ...falsely accuse another player of having made a mistake.
- ...hesitate too long before calling out the correct item.

**Note:** You don't need to use a stopwatch to measure reaction times. Play fair, and openly admit when you've hesitated long enough to have made a mistake.

If you've made a mistake, you must pay a penalty: Put the top two cards of your draw deck **under** the discard pile.

Once you've paid your penalty cards, you continue the game and play another card on the discard pile according to the normal rules.



**Example 4:** After Marion has started the new discard pile and called out the correct item, it's Selim's turn. He plays a **blue cocoa**. Accidentally, he calls out "cocoa" when he should have said "elephant." As a **penalty** for calling out the wrong item, he puts the top two cards of his draw deck **under** the discard pile. Then, he plays another card on top of the discard pile, continuing the game.

## The End of the Game

When you've played your last card, you still continue playing. You're skipped when it comes to playing cards on the discard pile, but you can still try to win the discard pile in case of a double. If you manage to do so, continue playing normally.

However, if another player wins the **next** discard pile or you make a mistake, the game ends! All players count their cards. The player with the most cards wins the game. If there is a tie, there's more than one winner.

**In a two-player game**, the game ends immediately when one player has played their last card on the discard pile. The other player wins.

## Variants

Would you like the game to be more challenging? Try using the following additional rules:

You'll also have to hit the discard pile if...

- ...a yellow elephant is played on the discard pile.
- ...the same item is called out four times in a row.



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Do you have any questions? We would be happy to help:

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