

## VARJAZZJONIJIET

Qabel tibda l-logħba, il-plejers iridu jiddeċiedu jekk hux se jgħaqqdu l-kards fi gradilja **2 x 3** jew **3 x 3**.



Jekk se tilagħbu minn **2 sa 4** plejers, segwu n-numru tal-lista fuq il-kards.

Jekk se tilagħbu minn **5 sa 6** plejers, židu **2** man-numru indikat fil-lista fuq il-kard. Eż. Jekk il-lista titlob 5 xhur, issa jżiedu għal 7.



# PANIKU

## L-OBJETTIV TAL-LOGĦBA

Biex tirbaħ il-logħba trid tgħaqqad gradilja bil-kards filwaqt li tqabbel il-kuluri tagħhom. Ir-rebbieħ huwa l-plejer li jgħaqqad il-gradilja l-ewwel.

## KIF TILGĦAB

- Irmakka l-kards u poġġihom fuq il-mejda.
- L-iżgħar plejer jibda.
- Wieħed wara l-ieħor, kull plejer jieħu kard mill-mazz u jitlob lill-plejers kollha l-oħra lista ta' oġġetti, persuni, eċċ., ta' fuq il-kard.
- Jekk il-plejers l-oħra jirnexxilhom jagħtuk il-lista li titlobhom, joħdulek il-kard u jpoġġuha fil-ġenb. Jekk ma jirnexxilhomx, il-kard iżzommha inti.
- Dan kollu f'għaxar sekondi! Kif titlobhom il-lista, aghfas it-timer halli jibda l-ħin.
- Kull plejer irid jibni gradilja bil-kards li jirbaħ. Il-gradilja trid tinbena skont kif tiddeciedu qabel tibda l-logħba filwaqt li tqabblu l-kuluri f'tarf il-kard skont kif muri fl-istampa.

## VARIATIONS

Before starting the game, the players need to decide if they will be building a **2 x 3** or **3 x 3** grid.



If the game is played among **2 and 4** players, follow the number of the list on the cards.

If the game is played among **5 and 6** players, increase the number of the list on the cards by **2**. Eg. If the list asks for 5 months, they will now become 7.



# PANIKU

## GAME OBJECTIVE

To win the game you need to build a grid by placing each card next to a card with a matching colour. The winning player is the person who builds his grid first.

## HOW TO PLAY

- Shuffle the cards and place them on the table.
- The youngest player starts.
- In turns, each player takes a card from the deck and asks all the other players for a list of objects, people, etc. as indicated on the card.
- If the other players manage to provide you with the list, they take the card and put it in a discard pile. If they fail to provide you with the list, you get to keep the card.
- All this in 10 seconds! As soon as you finish reading the card, press the timer on the box.
- Each player must build his grid using the cards won. The grid must be built in the configuration decided at the beginning of the game while matching the colours at the edge of each card as shown.