



15 min



2-6



8+



GAME RULES

## GAME RULES

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110 double-sided picture cards, including 20 with a hidden picture on one side.

### AIM OF THE GAME

The aim of INICIO is to win the most cards by pairing them up. Two cards make a pair if you give them each a word that starts with the same letter.

**B**



**B**uddha

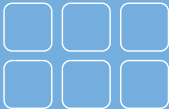




## SETUP

Lay out 6 equal-sized stacks of cards in the middle of the table (with about 15 cards in each stack), as shown.

Once the stacks are set out, turn them over to start the game.



## STANDARD GAME RULES

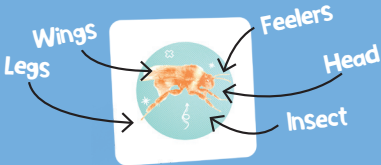
Everyone plays at the same time. Players must say two **different** words relating to the cards, both **starting with the same letter**.



A player who suggests a valid link takes the two cards and makes themselves a score stack. You can suggest any word that describes something shown in the picture (only what can be seen - you cannot link them with ideas).

*E.g.: For this picture, you could say the words insect, legs, feelers, head, wings, etc. - anything that can be seen in the picture.*

*However, a word such as swarm is not allowed because there is only one insect in the picture.*



*A word cannot be used twice in a game.*

When a hidden picture card comes up, rub it with your finger to display the picture. Use your fingertip, not your nail – the heat created by rubbing reveals the picture. Remember the detail of the picture because the card can only be rubbed once per game.

*(If all players are stuck and everyone agrees, you can rub cards again to display the picture.)*



If, after a while, no-one can find a link between any cards, all the players count to 3 and simultaneously turn over the top card of each stack.



## Bonuses

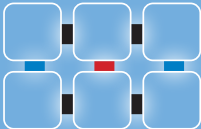
You can gain a bonus by linking certain cards:

♣ If you link 2 cards on one side (**blue line in the diagram**): take a card from another stack in addition to the 2 linked cards.

♣ If you link 2 middle cards (**red line in the diagram**): take a card from another player's score stack in addition to the 2 linked cards.

♣ If you manage to link 3 cards in a row (**black line in the diagram**): you immediately win the game. You must say "treble" before you say the 3 words.

If no one gets a treble, the game ends when two stacks have been used up.



Then count the cards you have in your own stack. The player with the most cards is the winner.



## **COOPERATIVE GAME RULES**

This game is played with a stopwatch or app. The aim is to use up 2 stacks of cards as quickly as possible. When 2 stacks are used up, stop timing and note your time in a score table. Each new game is a opportunity to beat your own record together!

NB: Bonuses are not allowed with these game rules.

## **VARIANTS FOR EXPERIENCED PLAYERS**

Try these variants if you want to spice up your game:



## **Card theft** (with standard rules only)

You can link any cards that are visible, which could be the top cards of the stacks or even the top cards of your opponents' stacks! This means that you can steal a card won by another player by linking it to another visible card. Don't forget the rule that you cannot use the same word twice in a game.

## **Fewer combinations**

You can only link pictures if they are side by side, i.e. if they are directly adjacent.

## **Second letter**

When you are familiar with the pictures, you can decide to play using the second letter of each word instead of the first. This will jolt you out of your usual method of play!



## In teams

If there are an even number of players, you can decide to split into 2 teams, e.g. 2 teams of 3, for 6 players.

When the game ends, count the cards won by each team. The team with the most cards is the winner. If your team gets a treble, you win instantly.





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