

ALLES TOMATE!

Reiner Knizia

Max and Emma, a farmer couple, have a huge barnyard. Therefore, they sometimes lose track of everything. Do the cherries belong in the henhouse, can the horse sleep in the bed, does the pitchfork stick in the butter or doesn't any of it matter anyway? Can you show Max and Emma where everything belongs?

Game material:



*7 topic cards featuring
7 different background colours*



*49 yard cards featuring
7 different background colours*

Fig.1

Aim of the game:

Each player tries to collect the most yard cards. The players have to remember which cards lay hidden at seven different locations on the table. However, the items at these locations change constantly. The player who manages to shout the names of the items quickest has the best chances of winning.

Game preparation:

Lay out the 7 topic cards face up



First, lay out yard cards face up, memorize them, and then flip them over!



Fig.2: Place the 7 topic cards face up next to each other in the middle of the table. Then, you lay out a random yard card face up below each topic card. The yard cards have to match the color of the topic cards. Try to memorize the items on the yard cards, then flip over the yard cards.

Shuffle the pile of the remaining yard cards.

Course of the game:

Now the yard cards are all flipped over. Have you memorized all the items? Then the game starts. The player who last ate a tomato takes the pile of cards and reveals the top card in a way that all players can see it **at the same time**.

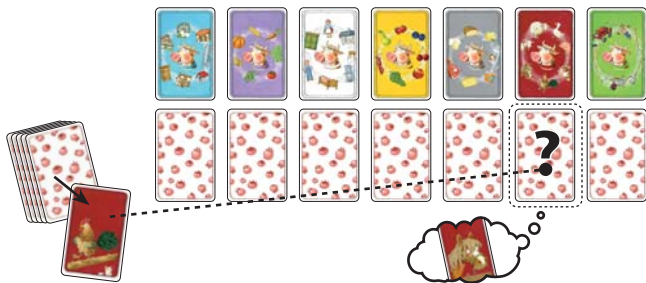


Fig. 3: A **red yard card** is revealed from the card pile. Now you have to remember the item on the yard card that is lying **beneath** the **red topic card**.

The player who shouts "horse" **first** puts the "horse" card in front of him as a victory point.

The "rooster" is placed face up at the exact location from where the "horse" was just taken. Try to memorize the "rooster," then flip the card over.

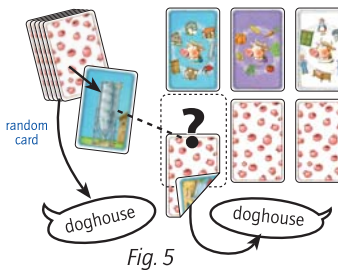
Suggestion: Before you put a yard card face down on the table, say out loud the name of the item pictured. In this way, all players know the correct name.

The player who just received a yard card takes the pile of cards and reveals the next card so all players can see it.



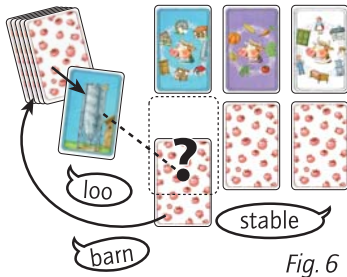
Fig. 4: The blue "silo" card was flipped over. Who remembers that now the "doghouse" is wanted?

Each player may only call **one name**, then the card is revealed to check the correct name.



If more than one player calls out the correct item name **at the same time** and if the players cannot agree who was first, one of the quickest players receives the corresponding yard card from the middle, and the other players involved each receive one card from the yard card pile (Fig. 5). One of the quickest players reveals the next yard card.

If **no player yells the correct item name**, the corresponding yard card from the middle is put back into the card pile. In this case, the drawn yard card also is put at the location of the removed card (Fig. 6). The player who revealed the last card from the pile also reveals the next one.



End of the game:

As soon as all yard cards from the pile have been used up, the player with **the most yard cards** wins.

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