



A game by **Daniel Quodbach & Bony**
illustrated by **Bony**
For 3 to 8 players, 7 years and over

MATERIAL :
52 game cards / 2 " Rule " cards

The whole tribe has got together to choose a leader! Men and women are going to fight it out to become the one who will speak for the others, during a sacred litany called **OUGA BOUGA !**

AIM OF THE GAME :

To have the fewest cards at the end of the game.

PREPARATION :

The cards are shuffled and each player receives 3, face down, that he puts in front of him without looking at them.

The remaining cards form a deck, face down at the edge of the table.

THE GAME :

The game is comprised of several rounds. The player who does the best imitation of a mammoth goes first.

He turns over one of his cards, puts it in the centre of the table, says the sound on the card and challenges another player by pointing at him and clearly saying "**HA !**".



The challenged player then turns over one of his cards and puts it on top of the card in the centre of the table. He then has to say both of the sounds on the two cards on top of each other (he starts with the one which is at the bottom and then the one at the top). He then challenges a player by saying "**HA !**" and pointing to him as indicated above.

NB : You must challenge a different player than the one who challenged you.

The game continues in this way: each challenged player adds a card to the pile, repeats the previous cards in order, ending with his own and then challenges the next player.

THE 4 ACTION CARDS :

When an action card is played, no new sound is added but the described action must be performed.



< Bang your fist on the table



Clap your hands once >



< Stick your tongue out

Repeat the last sound
(or the last action) >
NB : Don't do anything if it is
the first card of the round..



MISTAKE : If a player gets it wrong – if he forgets a sounds, stutters, hesitates too long, the other players can accuse him and point to him saying “**HO !**” Everyone checks that he was correctly accused.

- If this is the case, the accused player receives a penalty. He has to collect the cards which are face up on the table and make a pile in front of himself with them. Each accuser also gives him one of his “penalty” cards if they have any.
- If the accusers are wrong, then they are the ones who take the pile of face up cards as a penalty. The player who is wrongly accused deals the cards out clockwise, starting on his left. If only one player makes a wrong accusation, he receives all the cards in the pile as a penalty.

UGA BOUGA : If a player manages to put his third and final card on the pile and to repeat all the cards up to his own, he yells “**UGA BOUGA !**”. He can then take all the cards in the face up pile and deal them out to the other players as a penalty, starting on his left. Any “penalty” cards in his possession will also be distributed.

NEW ROUND : After each interruption (accusation or “ Ouga Bouga ”), each player’s hand is topped up to 3 cards from the deck. The guilty player, or the one who shouted “**UGA BOUGA !**”, puts one of his cards back and plays as described above ...



END OF THE GAME :

The game ends when there are no longer enough cards in the deck to top up all the players' cards. Each player counts all the cards in front of him which are face up and the one with the fewest is elected tribe leader! The player with the most cards is applauded for his perseverance.

JUNIOR VERSION :

To make the game easier you will be able to use your visual memory. Change the way the cards are placed on top of each other. Put the card down so that it only covers half of the previous card. This way the letters are hidden but the illustration on each card in play remains visible.



A WORD FROM THE CREATORS :

"Tribal solidarity is premium. All who live there must feel that they belong. So applaud the loser of OUGA BOUGA and chant his name so that he doesn't leave the tribe, never to return !!! Congratulate him for his perseverance and challenge him to immediate revenge."

