

Zur Kasse bitte!

Designed by Jürgen Heel

for 2-5 players, age 6 or above, around 30 minutes

translated by Vincent IP

Contents

51 “Goods” cards

5 “Slip” cards

4 “Quiet” cards

1 Sand-timer



Game Idea

Players are going for shopping at the supermarket. Many goods must be purchased but they have not marked down which. Therefore, a good memory is needed.

Each player successively turns over a “Goods” map and puts it on the delivery pile (thus into the purchase basket). All players must remember what cards are laid down on the delivery pile.

A player may take the delivery pile any time and call: “To the cashier, please!” He is now the cashier and all other players have to work against him. Who still remembers what is in the delivery pile? Who can remember the best, pay the least. The player who bought the fewest goods at the end of the game is the winner.

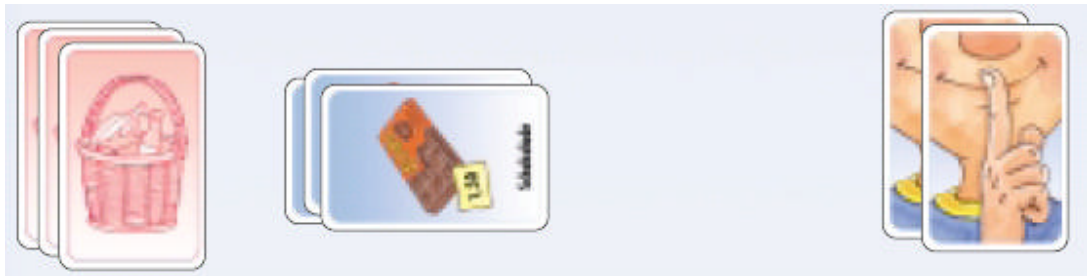
Preparation

The “Quiet” cards are set face-up aside. The remaining cards are well shuffled to form a face-down draw deck. The youngest player begins.

Draw Deck

Delivery Pile

“Quiet” Card



Game Play

At your turn, turn over the top card of the draw deck. Call aloud the goods and lay it openly beside the draw deck to form the delivery pile. The player at the clockwise direction follows. Each player turns over a card and lay it on the face-up delivery pile. The bottom cards are always completely covered by the new card. Only the top card on the delivery pile is always visible.

Thus, the delivery pile grows higher and the players have to remember ever more “Goods” cards.

A player may, instead of drawing cards, call “To the cashier, please!” He then takes whole delivery pile and immediately acts as the cashier.

Example: It’s Jürgen’s turn. He calls “To the cashier, please!” and takes the cards of the delivery pile on the hand, hoping that other players cannot remember all the 9 cards in the delivery pile.

One against all

Now, the cashier fans out the cards but don’t let other players look at them. The sand-timer is turned over to count down. Then, the other players start to name the cards the cashier is holding. The players start at the same time and call out simultaneously (no need to follow play order). Whenever a card is called correctly, the cashier puts this card openly on the table. However, who calls a wrong card must take the “Quiet” card and sits out of the round. He cannot speak or help other players in the round again. Nevertheless, a player is allowed to name a card that is already laid on the table.

Remark: In the 2-player game, the fellow player may guess once wrongly.

Example: Jürgen’s fellow players try to recall the cards in the delivery pile now. Anja says “Konfekt”, which is correct. Jürgen puts the “Konfekt” down. Then, Bernd calls “doll” and Christian remembers the small sausages. Both are correct, Jürgen puts down the doll and the glass with small sausages. Then, Anja says “rolls”, which is not in the pile. Anja receives the “Quiet” card and may not say anything for the remainder of the round.

The round ends once the sand-timer runs out. Then, cards are distributed to the players:

- The fellow players can name all cards
The cashier must take the card with the highest price and place it face-down before

him. If there are several cards with the highest price, he only needs to take one of them.

- The fellow players cannot name all cards

The cashier distributes the “Goods” cards that are still in his hand to the fellow players. He gives his hand to his right neighbor, who must take the card with highest price and place it face-down before him. Then, his right neighbor gives the remaining cards to his right, who must take the card with the highest price and place it face-down before him. Keep passing the cards until all cards are taken. Thus, a player may receive more than one card. The cashier does not get a card.

Example: Jürgen is lucky. When the sand-timer ran off, his fellow players cannot recall three cards. He gives the Turnschuhe (15, -) to his right neighbor Christian, the football (10, -) to Bernd and the bulb (3, -) to Anja.

Next Round

The cards lying openly on the table and the maps from the draw deck are well shuffled to form a new draw deck. The distributed “Quiet” cards are collected and set aside. The player receives the most expensive card begins the next round. If several players receive the most expensive card, the player at the right side of the Cashier begins the next round.

The “Slip” card

If a player turns over a “Slip” card, he must take a face-down card the player with the most face-down cards and put it face-down before him. If several players have the most face-down cards, the player decides to pick which one from them. *If he is the only with most face-down cards or if there are no face-down cards, he takes nothing.* The “Slip” card is put aside and the game continues with the next player.

Example: Jürgen drew a “Slip” card. Now, he must take a face-down card from a fellow player. He takes a card from Anja because Anja has the most face-down cards before him. Jürgen is annoyed because he took an expensive Jeans; however, Anja is pleased about it. Jürgen puts the card face-down before him and the “Slip” card aside.

Game End

As soon as a player draws the fifth “Slip” card and takes, if any, a face-down from another player, the game ends. The players total the values of their received “Goods” cards. The player with the lowest total is the winner. *If there is a tie, the player with fewest cards is the winner. If tie again, they share the victory.*

Variant: If children have trouble in summation, count only the number of the received “Goods” maps. The player with fewest cards is the winner.

Translator's Note: text marked in blue color are my interpretation from the rule. The German rule did not state those rules.

You have bought a quality product. However, if you should have any complain, please contact us directly.
Do you still have questions? We will gladly help:

AMIGO Spiel + Freizeit GmbH, Waldstraße 23-D5, D-63128 Dietzenbach
www.amigo-spiele.de, E-Mail: redaktion@amigo-spiele.de
©**AMIGO** Spiel + Freizeit GmbH, D-63128 Dietzenbach, MMV

Version 1.0