

The girl who lost her voice		06.12.2007
Age: from 4 Number of players: 2 – 4 Playing time: 7 – 10 minutes Object of the game: get the golden bird out of the cage Category: dice game Author: Blanche Kails 06.12.2007	Materials needed: 1 board 1 dice (1 – 6) 2 – 4 tokens (4 colours) 2 – 4 colour reminders (4 colours) 20 cage-bars (matches or toothpicks) 20 joker-discs (yellow discs or buttons)	
Start: the girl at the top of the board Goal: the bird in the middle of the board	Preparation: Each player selects his colour. He places his token on the picture of the girl. He puts the corresponding colour reminder on the table before him. The bars of the cage are positioned in the middle of the board: 2 players need to lay 10 bars, 3 players need 15 bars, 4 players need 20 bars. The joker-discs are staged near to hand on the table.	
How to play the game: The game is played in a clockwise direction. Each player in turn throws the dice: 1 – 5 thrown: The player moves his token according to the number thrown. 6 thrown: The player does not move his token. Instead, he takes a joker-disc and puts it aside for further need. If a player lands on a <u>fairy</u> , he takes a cage bar and puts it close to himself on the desk. The bird is a bit freer. If a player lands on a <u>cage</u> , he must return a cage bar to the bird in the middle of the board. The bird is a bit more locked in. If the player has a <u>joker-disc</u> , he may choose, whether he gives the disc or a bar. If the player has a disc and no bar, he may keep his disc. If the player has nothing at all, he can't give anything at all. On <u>one field</u> there can be more than one token; removing a player from the board is not allowed! The player who lands on the bird in the <u>middle</u> , even if the dice value is more than needed, may take the bars there .		End of the game = A) when a player lands on the bird in the middle of the board or B) when all bars are taken. Winner is the player who has the most bars.