

Yosseeya: the 2nd dice game

Age: from 5
Players: 2 - 3
Time: 5 - 10 minutes
Object: get the bird out of the cage
Category: dice game

Materials needed: 1 cage with removable bars
1 bird
[or for each player 1 picture of a bird and
for each player 2 bars]
1 special colour dice
[or 1 normal dice (1 - 6) and
1 picture set of special dice icons and
1 neutral token]
12 lilac discs (pigeon)
12 orange discs (fox)
12 brown discs (stag)
12 yellow discs (fairy)
12 pink discs (Tooleeta)



Start: Each player in turn throws the dice once: Yellow begins.

Goal: Be the first to get 2 bars.

Preparation: set the cage: the bird and the bars; [or: each player puts the picture of the bird before himself on the table and the 2 bars on the bird.] The 5 stacks of the discs lay on the table. [If you play with an normal dice, you lay the picture set of the coloured dice icons on the table and the neutral token close to it.]

How to play the game: The goal is to collect discs: if you have **1 lilac, 1 orange and 1 brown disc**, you take 1 bar out of your side of the cage. [Or you take 1 bar away from your picture of the bird.] The 3 discs are exchanged for the bar: each disc is put back on its own stack.
The dice is thrown in clockwise turn. [When the player throws an normal dice, the neutral token is put on the picture according to the dice, so that the player knows which colour he has to refer to.]

white = do nothing, pass the dice to the next player
lilac = take a lilac disc and put it before yourself on the table
orange = take an orange disc and put it before yourself on the table
brown = take a brown disc and put it before yourself on the table
yellow = take a yellow disc and put it before yourself on the table
pink = take a pink disc and
cover a lilac, an orange **or** a brown disc with it or
put the pink disc under a yellow disc or
put a cage bar back or
turn the pink disc and put it upside down on the table.

If you take a **pink disc** and you have **no other disc**, neither lilac nor orange nor brown nor yellow, you just **turn the pink disc** and put it face down on the table: this disc is shut down for the rest of the game.

But watch out: if you take a **pink disc** and you have no other disc, neither lilac nor orange nor brown nor yellow, but you have a **cage bar**, that is bad luck for you: you have to **return** the cage **bar** to the cage [or on the picture of the bird]. And the pink disc is put face down on the table.

If you take a **pink disc** and you have a **coloured disc**, either a lilac, an orange or a brown one but no yellow disc, you have to **cover one** of those **coloured** discs with the pink disc. This coloured disc is imprisoned for the rest of the game. (The pink disc is put face down on the coloured disc.) (You choose yourself which one you cover.)

If you take a **pink disc** and you have a **yellow** one, you are allowed to **cover** the **pink** disc with the yellow one. The pink disc is shut down for the rest of the game. (The pink disc is put under the yellow disc.)

You choose whether you take a yellow disc or another disc to neutralize the pink disc. (E.g. you have several lilac discs, but only one yellow.)

If you have **gathered the 3** different discs: **1 lilac, 1 orange and 1 brown**, you exchange the 3 discs for 1 bar that you put before you on the table. The 3 discs are returned to their stack.

End of the game: as soon as one player has managed to have 2 cage bars, the bird is free and the game is over.

Winner is this player who has set free the bird.