

OK!

ΠΑΙΞΕ ΤΑ ΧΡΩΜΑΤΑ ΣΤΑ ΔΑΚΤΥΛΑ!



Contents

- 50 challenge cards
- 32 rings (8 red, 8 green, 8 blue, 8 yellow)
- Illustrated rules

Introduction

OK! gives you 50 original challenges to play with your friends. Each challenge will require you to be quick, observant, and agile if you want to be crowned the winner. Different ways to play the game makes it fun to play with your friends or with your family.

Object of the Game

Each round, players race to stack rings on their thumbs in the order shown on the current challenge card. The first player to win 7 challenges wins the game.

Set-Up

Shuffle the challenge cards and place them as a face-down pile in the center of the table.

Choose which game mode you want to play. If players can't agree, the youngest one decides. For your first few games, we recommend you choose «Classic.»

The game is played in several rounds.

Playing the Game

To begin the game, the oldest player takes the top challenge card from the pile and places it face up in the middle of the table so that all players can clearly see it.

NOTE: In the following rounds, the player who won the previous challenge will reveal the next card.

Once the card for the round has been revealed, all players simultaneously race to stack the correct combination of rings onto their thumb in the order indicated on the challenge card.

The first player to finish lifts his thumb up in the air and calls out «OK!»

Everyone then stops stacking their rings to verify that the player has correctly matched the order shown on the challenge card.



- If the player is correct, he takes the challenge card and lays it down in front of him. He scores one point.
- If the player is incorrect, he is out of the rest of the current challenge. The remaining players continue, still using the same card.

After each round, return all rings to the starting position and get ready to begin a new challenge.

End of the Game

The first player to win 7 challenges wins the game.

Game Modes

“Classic”

Each player receives 2 rings of each color (2 yellow, 2 green, 2 red, and 2 blue), and places them in a stack on the table in front of him.

The standard rules apply.

“Fingers”

Each player receives 2 rings of each color (2 yellow, 2 green, 2 red, and 2 blue), and stacks them (randomly) on each finger on one hand (except the thumb). You cannot have 2 rings of the same color on one finger.

The standard rules apply.

Note: We recommend this mode if you

don't have a table at your disposal (car, train, picnic, ...)

“Center Ring”

All the rings are mixed and piled up in the middle of the table, accessible to all players.

The game is played as usual, with players taking rings they are interested in from the middle of the table, one after another.

Variations

Players can decide that the game is over after all 50 challenge cards have been completed. The player who got the most challenge cards wins the game. In case of a tie, the player who reached that number first wins.

At the beginning of each round, the player who flips over the new challenge card, can call out a number from 1 to 3 before revealing the challenge. The ring in this position will be ignored this round and not be added to your thumb.

For younger players, you can choose to ignore the order of the rings placed on the thumb, and only consider the colors.

Special thanks from the author:

A big «THANK YOU» to Jean-Luc Guillot for the huge amount of work he did with the original prototype, to Stéphane Maurel and the entire Blue Orange team, to Marc Chouinard and Stéphane Escapa for their superb illustrations, to everyone who welcomed me in those «magic» places where we played, to all the players, to the CAListes and finally to Fabienne Guillot (for everything!).

Original game idea by Alexandre Droit. ©2015 Blue Orange. All rights reserved for all countries. OK! is a trademark of Blue Orange.