

OUCH!



2-5



5+



10 min



Romain Caterdjian
and Théo Rivière



Fran Collado

IN SHORT

You are out in the desert looking for beautiful Cactus Flowers. On your turn, you will choose **1** of the 4 sides of a Cactus card and flip it. If some Cactus thorns appear on the chosen side: bad news! You are pricked and can't take the Flowers. The more Flowers a card has, the more dangerous it is, so be careful!

COMPONENTS

- 44 Cactus cards → 36 cards with only Flowers on the back + 8 cards with an animal on the back
- This rulebook

SETTING UP THE GAME

- 1.- Shuffle the Cactus cards with the cactus side up and make a draw pile.
- 2.- Draw 6 cards and place them in the center of the table, cactus side up.

HOW TO PLAY?

Players take turns going clockwise. The first player is the youngest player (or the one who won the last game of *Ouch!*).



On your turn, you must choose any 1 of the 6 cards in the center of the table and announce which side you will touch to turn the card over (left, right, top, or bottom). Then you flip it by touching it only on that one side.



Two things can then happen when the back of the card is revealed:



If the side you chose shows cactus thorns, you are pricked! You have to loudly say **"Ouch!"** and then the card is discarded to the box.

If the side you chose shows nothing, you are safe! Take the card and put it in front of you.



Dangerous Red Flowers!

If you are **pricked** by a Red Flower, you also lose 1 **additional** card from in front of you of your choice (if you have any). But, at the end of the game, the player(s) with the **most** Red Flowers gets 5 additional points.

Desert Animals

Some cards show an animal on the back when revealed. If you reveal a card with an animal and you are **not** pricked, you can use their special effect:

Snake: If the **next** player is pricked by a cactus thorn, they must give you the card instead of discarding it.





Fennec: You **may** choose to immediately play one more turn. But be careful! If you are pricked during this extra turn, you **also** lose the Fennec card!

The top cards of the pile are then placed in the center of the table so there are 6 cards available again. Then it's the next player's turn!

END OF THE GAME

The game ends as soon as 1 player has 8 cards in front of them or when there are no more cards in the draw pile.

Now players add up their points:

- **So many pretty flowers!** You get 1 point for each Flower you have collected.
- **Wild bouquet:** You get 4 additional points for each set of 4 Flowers with different colors you have.
- **Red flowers:** The player who has the most Red Flowers gets 5 points. If players tie for the most, they each get the full 5 points.

The player who has the most points is the winner!

ADJUSTING THE DIFFICULTY

If you are playing this game with really young children, you may want to leave a few of the rules out, at least for your first few games.

Feel free to ignore any or all of the rules with a darker background until you are comfortable with the game: Dangerous Red Flowers, Desert Animals (just don't shuffle these cards in during the setup of the game), and Wild bouquet.

