

KänguRudel

**For the participants of the 2026
Kangaroo Competition.**

Contents: 63 playing cards, each with
1 to 6 kangaroos; 2 instruction cards

The game can be played alone,
in pairs or with several people.

THE AIM OF THE GAME

is to find a **KänguRudel (kangaroo herd)** as quickly as possible.

A KänguRudel is a collection of 3 to 7 cards, on which kangaroos of the same colour appear in pairs. This means that there is an even number of kangaroos in each colour, i.e. either 0, 2, 4 or 6.

Example of a KänguRudel:



This KänguRudel consists of 4 red, 0 light blue, 2 green, 0 purple, 4 dark blue and 4 yellow kangaroos.

START OF THE GAME

Select a difficulty level:

Beginners: Set aside all playing cards that have kangaroos in the bottom row. The game is played with the 15 cards on which all kangaroos are red, light blue, green or purple. Shuffle these cards and lay 5 of them face up.

Advanced: Set aside all playing cards containing a red kangaroo. The game is played with 31 cards. Shuffle these cards and lay 6 of them face up.

Experts: Shuffle all 63 playing cards and lay 7 of them face up.

Place the remaining cards face down next to the face up cards to form a draw pile.

COURSE OF THE GAME

Everyone tries to find a KänguRudel at the same time. When you think you have found one, shout "Got one!" and point at the corresponding cards.

If it is a KänguRudel, take all the cards from the KänguRudel and place them face down in front of you. Then take as many cards from the draw pile as there were cards in the KänguRudel and turn them face up.

If it is not a KänguRudel, then all cards remain in place and the search continues.

Once the draw pile is empty, the game ends. The player who has collected the most cards wins.