TEUFELSKREIS
Willkommen in der Spiel-Hölle!
TEUFELSKREIS
A fiery memo game for 2–6 players age 7 years up
Duration 20–30 minutes, Game author: Jacques Zeimet

GAME MATERIALS
• 10 discs
• 16 cards
• 48 coins

OBJECT
Each of ten discs has two different devilish images illustrated on the front- and reverse sides. There are four matching images of each (e.g. fire, cauldron etc.). In every round, the players search for one of the images. The aim is to flip over the discs to find all four matching images. Any player who achieves this collects valuable points.

PREPARATION
Arrange the 10 discs in a circle.
Make sure that none of the illustrated images is visible four times.
Distribute equal quantities of red coins to the players:
   for 6 people, each player gets 8 coins;
   for 5 people, each player gets 9 coins; and
   for 2–4 people, each player gets 10 coin.
Set aside any surplus coins.
Blind shuffle the **16 cards** and stack them alongside the playing area. Place the top card from the stack face upwards in the middle of the circle. Search first for the image displayed on the card.

The player with the most fiendish laugh goes first.

**PLAY**
The player on turn flips over a disc of his or her choice.

1) If the image matches the one illustrated on the card in the middle, the player has two options:
   - either to carry on playing ...
     until he or she makes a mistake (i.e. finds a different image) **or**
   - to pass and finish his or her turn early.

2) If a different image appears, his / her turn ends immediately.

The players take turns and play continues in a clockwise direction. Each player **must** flip over **at least one disc** per turn. The player who finds the last of the four matching images keeps the card as a reward and ends his turn.

The following player draws a new card from the stack and starts the next round.

As long as the players search for the **first** image, no coins come into play yet.
PAY AND WIN

From the second card, play continues as follows:

1. The player who finds a **wrong image** must **put one of his coins** in the circle. (Players who no longer have any coins must not pay.)
2. The player who finds a disc with the **matching image** is allowed to **take a coin** from the middle. (If there are no coins here, the player is allowed to steal a coin from a fellow player’s reserves.)
3. The player who finds the **last of the four matching images** is allowed to take the **card** from the middle and keep all of the remaining **coins**. (If no coins are in the middle at this point, the player only keeps the card.)

**Example**

The players are **Anna, Oscar, Mathilda** and **Paul**. The card with a cauldron is in the middle. Two cauldrons are already visible in the circle; the aim is to find the other two.

1. **Anna** flips over a disc and is lucky: the third cauldron is revealed.
2. As there is no coin is in the middle yet, she steals one from Paul’s reserves.
3. **Anna** decides to continue playing. On her next go, she finds the devil.
4. She must put a coin in the circle and ends her turn.
1 Oscar flips over a new disc. It shows fire.
2 Oscar must put one of his coins in the circle. His turn ends.

1 Mathilda was alert and finds the last of the four cauldrons.
2 Now, she is allowed to remove the card and both coins from the middle. Paul is on turn.

3 Paul draws a new card from the stack. It shows fire. He places it in the circle and tries to remember which two discs conceal the other images of fire.
ALL FIVE!

If the card with all 5 images is placed in the circle, the rule is as follows: The player on turn always flips over two discs in succession. Now, the aim is not to search for four matches of one image, but to find each image exactly twice. The player who makes this happen by flipping over a disc is allowed to remove the special card from the middle. If he or she already succeeds after the first disc has been flipped, the player must not flip a second disc. No coins are paid out or won during this round. The special card is worth 5 points!

GAME END AND SCORES

When the last card has been drawn, the match ends and the players count their points.

One coin scores 1 point.

One card scores 2 points.

The special card with five illustrated images scores 5 points.

The winner is the player who could collect the most points.
SPECIAL CASE: TWIN PACK

If an image is drawn from the stack that already has four visible matches in the circle (because it was also in the search during the preceding round), the rule is as follows: First, the player on turn must swap the positions of two discs with this image. Then, he draws another card, placing it face up on top of the first card and play continues as usual.

The winner of this round keeps the twin pack as a reward.