



Volá!

Author: Roberto Fraga
Illustrations: Reinis Pétersons

For 2 to 6 players from age 6 and up,
playing time: 30 minutes.

Components



6 Acrobat figures
1 sheet with stickers (before the first game
attach 2 stickers on each acrobat figure —
one per the largest side)



1 cloth bag



10 Object tiles



80 cards



1 Action Overview tile



1 sand timer
(45 seconds)



25 plastic stones
(12 yellow, 8 red, 5 blue)

Set-up

Arrange the 10 object tiles in a circle in the middle of the table, with their pictures face up. It doesn't matter which tile is where.

Shuffle all the cards and put them face down in a draw pile in the middle of this circle. Put the action overview tile next to the draw pile so everyone can easily see it. Put all the stones in the cloth bag and shuffle them. Randomly determine the first active player — this player takes the 6 acrobat figures and the cloth bag and places them within his reach. The next player to the left takes the sand timer — this player will be the timekeeper.
Now you are ready to play!



Playing the game

The active player's turn begins as soon as he is ready. The timekeeper immediately turns the sand timer over, but puts a hand in front of it so the active player can't see how much time has passed.

The active player takes a random stone out of the bag and puts it on the table. Then, depending on the stone's colour, the player performs an action:

- **yellow** stone — sets it aside and does nothing else (it may give points at the end of the turn);
- **red** stone — draws **one** card and performs its task;
- **blue** stone — draws **two** cards and performs **both** tasks.

When the player draws a card he must immediately put it openly on the table so everyone can clearly see it.

If the player gets the blue stone he must draw one card, perform its action, and only then draw the second card and perform its action. As soon as the player has finished the task(s), he can draw a new stone and perform the specified action (however, he can also choose to end his turn, see below).

Important! If the player chooses to draw a stone, he must complete the action before ending the round (see below), so players must be careful — if you draw a blue stone, you still have to complete both actions!

End of a turn

A player's turn can end in two ways:

1. A player can end his turn deliberately **after** drawing a stone **and** performing its action (instead of drawing a new stone). If this is the case, the player must shout "**Voila!**" and then receives all the cards that he drew during his turn (and whose actions were performed successfully, of course). Additionally the player takes **1 card** from the top of the draw pile for every **two yellow stones** drawn during their turn. Each card gives you as many points as shown on its upper left corner.
2. If the last grain of sand drops and time is up, the timekeeper must say "Stop!" ending the round. In this case, the active player doesn't receive any of the cards drawn during their turn and finishes the turn with zero points. Put these cards in the discard pile.

After the turn has ended, put all the drawn stones back in the bag. The next player in clockwise order (the one who was the timekeeper) becomes the new active player, and the next player to their left is the new timekeeper.

End of the game

The game ends when each player has been the active player **three times**.

The winner is the player who has the most points in total on his or her cards. If there's a tie, the winner is the one with the most cards (further ties are not broken).

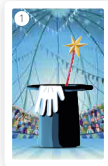
Important! In the very rare case when the draw pile becomes depleted before each player has been the active player three times, write each player's score on a sheet of paper, then shuffle all the cards together again thus forming a new draw pile and play the game until the end. Any player who still receives the cards adds their points to the amount they had before reshuffling.



The tasks



Throw The Stone — Take the stone you just drew from the bag and throw it in the air, at least 10 cm above your throwing hand and catch it. If you fail to catch it, try again until you manage to throw and catch it successfully.



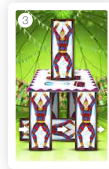
Find The Object — Any player in the game (the active player, the timekeeper and all the others) may put his or her hand on the object tile that shows the same picture as the card that was revealed. Whoever is first gets this card and the point it provides.



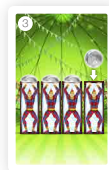
The Acrobats — Take all six acrobats and create the figure shown on the card.
Important! For all the acrobat figures used the acrobat side should be visible (however, it doesn't matter whether the legs and heads are oriented the same way as on the card). The figure has to stay upright for at least 2 seconds and then you have to take it apart again.



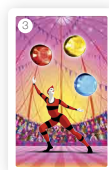
The Tower — Place an acrobat upright on the table, then put any of the object tiles on top of it, then put another acrobat on top of this tile and finish by placing any other object tile on top of the second acrobat. The construction has to stand for at least 2 seconds and then you have to take it apart and put the tiles back in the circle.



The Tunnel — Take four acrobats and place them so they form a square. Next, put the big action overview tile on top of them (so that it touches all of them at least slightly) and put the fifth acrobat upright on top of the overview tile. Then take the sixth acrobat and move it through this construction (so it goes in on one side and comes out on the opposite side). When you have done this, you have to take the construction apart and put the tile back on the table.



The Line — Take four acrobats and put them next to each other, standing upright. Then take four random stones from the bag and put them on top of these four acrobats (one stone on each). The construction has to remain standing for at least 2 seconds and then you have to take it apart — put the acrobats away and all four stones back in the bag.



The Juggler — Search the bag for stones of the same colours as depicted on the card (you may look inside the bag) and put them on this card. Then return the stones to the bag.

Note! If the bag doesn't have enough stones to complete the task, you can't complete it (you may still end the turn as if the task was completed, but you don't get receive card and its points).

Important! After each task the time keeper has to approve that the task has been performed correctly (for example by nodding their head or saying a short "yes").