



# KATUDI



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Un jeu de langage  
A game of speaking  
Ein Sprach Spiel  
Un juego de lenguaje

4-10  
ans  
years



COOL  
SCHOOL

# KATUDI

Contenu • Contents • Inhalt • Contenido • Contenuto  
Inhoud • Innehåll • Indhold • Conteúdo • Игровой комплект



x 3



x 3



x 18



x 24



**Contents:** 2 level 1 game sets and 2 level 2 game sets.

- **Level 1 set (for beginners):** 2 sets of 3 boards with 9 boxes. Each set comes with 1 deck of 9 matching cards.
- **Level 2 set (for more experienced players):** 2 sets of 3 boards with 12 boxes. Each set comes with 1 deck of 12 matching cards.

**NB:** The colour on the back of the cards matches the colour on the back of the corresponding boards.

**Concept:** Katudi is a game that requires language, listening, observation and speed. In each game set, the cards match the boxes on the board. Each card has a coloured symbol on it. The same coloured symbol is on the corresponding box of the players' boards. The game leader describes a card and the first player to find that box on their board calls out the coloured symbol that goes with the box. If it matches the game master's card, the player wins that card.

**Aim of the game:** Win as many cards as possible.

### Getting the game ready:

Together the players decide whether to play level 1 or 2 and choose the game master. This person will pick one set of cards of the appropriate level and put them face down in front of themselves.

The other players each take a board that matches the set of cards.

### Playing the game:

The game master draws the first card without showing it to the other players and describes it in as much detail as possible.

The players listen carefully to the game master.

The first player to find the box on their board that matches the game master's description calls out the symbol on the box:

- **If the symbol is the same** as the one on the game master's card: the player wins the card and places it in front of themselves. The game master then draws a new card and begins describing it.
- **If the symbol is not the same** as the one on the game master's card: the player cannot guess again. The game master continues describing their card and the other players can try their luck.
- **If the players cannot find the box the game master is describing**, the card is discarded. The game master then draws a new card and begins describing it.

### **End of the game:**

When there are no more cards left to describe, the players will count the number of cards they won. The player with the most wins.

**Game by Arnoult Vial**