

# HALLI GALLI

The Fast-Paced  
Family Game  
of Frantic Fruit!  
By Haim Shafir

Instructions  
in English

Number of Players: 2 to 6  
Ages: 8 to Adult  
Approximate Playing Time: 15 minutes

## Object of the Game:

Each player turns over a card in the order of play. As soon as the revealed cards show **exactly 5 fruit of the same type (no more, no less)**, the first player to ring the bell wins all of the revealed cards. The last player with cards remaining wins!

## Contents:

56 Playing Cards  
1 Bell

## Set Up:

Put the bell in the middle of the table (it is recommended to set the bell on a piece of cloth or paper to protect your table). One player shuffles the cards and deals them out to all of the players, one at a time, until all of the cards have been dealt. Without looking at them, the players then lay their pile of cards face down on the table in front of them to form a Draw Pile.

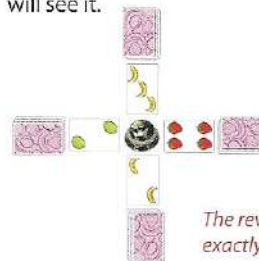
## Game Play:

The player to the left of the dealer starts the game. One by one in clockwise direction, each player turns over the top card of their Draw Pile and places it face up on the table. These cards form the player's Fruit Pile. Each card is placed on top of this pile so that it covers the previous card and only the top card is visible.

When turning over a card, players should turn the card over away from them to ensure that they do not see the card before the other players. The faster they turn over the card, the sooner they will see it.



Turning over a card.



All players try to be the first to ring the bell as soon as the revealed cards show **exactly 5 fruit of the same type (no more, no less)**.

The revealed cards show exactly 5 bananas.

The first player to correctly ring the bell when the revealed cards show **exactly 5 fruit of the same type** wins **all** of the cards in **all** of the players' Fruit Piles. That player then puts these cards (including those from their own Fruit Pile) face down under their Draw Pile. That player then starts a new round by turning over the first card from the top of their Draw Pile.

The 5 revealed fruit can be all on the same card, or can be divided between multiple cards. For example, if a card with 3 bananas and a card with 2 bananas are revealed for a total of 5 bananas, a player may ring the bell.

If a player rings the bell and the revealed cards do not show **exactly 5 fruit of the same type**, that is a mistake. For example, if there are 6 (more than 5) bananas revealed, that is incorrect, and if a player rings the bell, that is a mistake. The player who made the mistake must give one card from their Draw Pile to the other players as a penalty. Those players must put that card on the bottom of their Draw Pile.

When a player has run out of cards they must drop out of the game. However, their Fruit Pile stays on the table until it is picked up by another player.

## End of Game:

The game continues as players are eliminated, until only one player has cards left in their Draw Pile (cards in their Fruit Pile do not count). That player is the winner!

## End of Game Variants:

**Short & Sweet:** In a game of more than two players, as soon as there are two players left in the game (the others have run out of their cards and have been eliminated), the game ends. Both players count their cards and the player with the most cards wins.

**Fruit Smoothie:** In a game of more than two players, when two players are left in the game, the game ends as soon as one of them rings the bell by mistake (there are more or less than exactly 5 fruit of the same type revealed). That player loses the game, no matter how many cards they have!

**Fruit Salad:** The game is ended by mutual consent. The player with the most cards wins.