



Children's Games



The Fight Between Carnival and Lent



How to play

Cartzzles are pictures you must first piece together by laying cards on top of each other (with or without the template, depending on your dedication). Then, start again, using challenges this time!

This box contains 2 Cartzzles over 50 cards (one on the front of the cards, the other on the back):

Children's Games (front)
and The Fight Between Carnival and Lent (back).

the game also contains:

- 1 template card
- 1 Challenge card for Children's Games
- 1 Challenge card for The Fight Between Carnival and Lent
- 1 Help card & this How to play card

To succeed, you'll need to be gentle above all!



A few words of advice

- Some elements differ from card to card (either by nature, color or shape), even if they should go in the same place? This is normal!
- You feel some cards overlap in a weird way during your first attempt? Not too bad... if you can stand the weirdness, that is.
- Check every single detail to find the best angle to lay your card.
- Train your dexterity and try to find techniques to lay the cards, to hold them, and to slide them very delicately. You can also play on a game mat for maximum efficiency.



Children's Games

(Pieter Brueghel the Elder)

Solo

For each challenge, start from scrap.

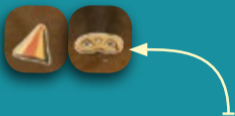
- 1 Recreate Pieter Brueghel the Elder's painting with all 50 cards.
- 2 The King of Games sends his buffoons to make sure everyone is playing! Spot them thanks to their multicolored hats! This tip will help you make out all 9 buffoons. 
- 3 Everybody is playing. No one should be seen through windows!!!
- 4 The King demands games from the future to be played: **Quarto** (Blaise Muller - Gigamic), **Jungle Speed** (Thomas Vuarchex & Pierric Yakovenko - Asmodée), **Jenga** (Hasbro), **Pass the Bomb** (Juan Rodriguez & Sylvie Barc - Zigomatic), **Catch the Moon** (Juan Rodriguez & Fabien Riffaud - Bombyx), et **[kosmopoli:t]** (Florent Toscano & Julien Prothière - Jeux Opla).



Children's Games - Challenges

Duel mode

Sort cards according to the symbols on their back. Then prepare one deck per player.



Remove all four cards with both symbols on them.

Each player draws 3 cards from their deck. When ready, they start playing. Play is simultaneous! To play, lay a card, then draw a card to complete your hand to 3 cards. A previously laid card cannot go back into your hand. The player who first completes their half-Cartzzle wins!

The Fight Between Carnival and Lent

(Pieter Brueghel the Elder)

Antwerp - 1559.

Carnival and Lent would traditionally be pitched against each other, symbolically and in a fun way!

Solo

- 1 Simply (oh, the understatement!) piece together Bruhegel's painting with all fifty cards.
- 2 Can you make sure none of both symbols show? Now that's trickier, isn't it?



The Fight Between Carnival and Lent

Duel

Sort cards into two decks according to symbols in their corners:



or



4 cards have both symbols: use them to make the middle column.

Sort cards into 2 decks according to symbols in their corners and give one to each player.

Each player will make their own side of the painting, each with their own cards. The first to finish their side wins, as long as none of the two symbols are visible!

Want to know more?

Head to our website to learn more about the Elder and the art of games...



[www.jeux-opla.fr
/cartzzle/les-jeux-d-enfants](http://www.jeux-opla.fr/cartzzle/les-jeux-d-enfants)



Lost in the picture?

Would you like some help? We hid a few tips and solutions on the game's website, if you use the right password:

Children's Games: **toutlemondejoue**

The Fight Between Carnival... : **carnavareme**

Help

Want to know more?



More Cartzzles