## 1. Productname

Taste Bingo

## 2. Product code

21325420

## 3. Description

Look for the corresponding, correct card for the taste of the candy. Each of the 30 jars contains around 45 small
 candies. The flavours are: apricot, pineapple, anise, banana, peanut, coffee, cinnamon, blueberry, cherry, lemon, eucalyptus, orange blossom, raspberry, wild strawberry, ginger, milk, lime, spearmint, mandarin, peppermint, honey, coconut, grapefruit, pine, apple, licorice, rose, thyme, vanilla, violet. Contains small parts.
Dimensions: cards 5 cm diameter; pot 2.7 cm in diameter

## 4. Sensory stimulation

See and smell

## 5. Contents

30 cards representing different tastes
30 small boxes with 45 sweets each, or 1350 sweets
1 game instruction

Each sweets contains only 0.22 calories. Yet they are really delicious: dosed at an aromatic level to learn children's tastes so that they would become true gourmets.

## 6. Precautions

First of all, it is preferable to choose the first 15 or last 15 boxes with the corresponding cards. Give each player a glass of water, if necessary, to rinse the mouth after certain strong and penetrating flavors such as anise, mint, ginger. Ask each game to wait its hands before starting. Do not store this game box close to a heat source and keep it out of the sun. Do not leave within the reach of young children.

## 7. Installation

Place the selected illustrated cards in the centre of the table. Place the lid under the box to cover the name of the taste.
The oldest player is the game leader. He / she chooses a box and gives a candy to each player. Once everyone has received a candy, the leader says, "Go!" And then everyone can put the candy in his / her mouth. You bite on the candy so that the taste is released immediately. The first to recognize the taste takes the corresponding card with the name of the taste on it. The leader then checks whether the player has given the correct answer. If this is the case, the winner takes the box of the corresponding taste. If he has lost, he / she will keep the card. Once a player has 2 cards in his / her hands, his opponents must give him a penalty: they can choose to do this immediately or later. The more cards a player has, the harder the penalty will be. (Below is the list of penalties). Players may decide together when the penalty is imposed. In the event of a tie break, the decision is made by
random draw. In this way, the 15 or 13 flavours are tasted further. The winner is the one with the largest number of flavour boxes

List of penalties

If a player wants to cancel two cards, he can choose between:

- Walking around the room on one leg, without touching the floor
- Singing a song or chorus of a song
- Quote 5 names of herbs or flowers

If a player wants to cancel three cards, he can choose between:

- Getting tickled for 1 minute without moving or laughing
- Staying in a statue position for 2 minutes
- Returning 2 tasty boxes to the "bank" against 3 cards

If a player has 4 cards, that player is out. After all tastes have been tasted, one takes away a taste box from every game per 2 cards that he has in his hand. The person with the most flavour boxes and without cards in his hand is crowned "KING OF FLAVOURS"

