

DÉJÀ VU™

G A M E



AGES
8+



15
MINUTES



2-6
PLAYERS

If you'd like to learn to play by watching a short video instead of reading these rules, please visit www.amigo.games/game/dejavu.

GAMEPLAY SUMMARY

Take turns flipping over cards. When you think you're seeing an object for the second time, grab it from the center of the table as quickly as you can. But beware — if you make a mistake, you'll pay a penalty! The player who collects the most objects over three rounds wins the game.

CONTENTS

36 Objects



36 Cards



OBJECT OF THE GAME

To earn the most points; players earn points by collecting objects.

SET UP

1. To start a round, shuffle the cards and put three cards aside without looking at them. You will use these cards at the end of the round.
2. Put the remaining cards face-down in the center of the table, leaving enough space next to them for a discard pile.
3. Spread all 36 objects around the card pile within easy reach of all players.

PLAYING THE GAME

1. **FLIPPING CARDS:** Starting with the oldest player, take turns flipping over the top card on the pile to form a face-up discard pile. You must flip the cards away from yourself so that you don't see the card before your opponents see it. All players try to memorize the objects shown on every card as they are flipped.
2. **COVERING CARDS:** Play passes to the left. When you place a card on the discard pile, you must place it so that it completely covers the card(s) below it.
3. **SPOTTING OBJECTS TWICE:** When you think you're seeing an object on the cards for the second time, race to pick up that object from the table. Any player may pick up an object



(not just the player who flipped the card), and you may pick up objects at any time (not just right after they appear on a card). As you collect objects, place them on the table in front of yourself. Once you've collected an object, you may not put it back with the other objects until the round is over.

4. **GRABBING INCORRECT OBJECTS:** Each object appears exactly twice on the cards, so keep an eye on the objects that other players have grabbed. If an object that you've grabbed appears on a card after you've already taken that object, you must sit out the rest of the round and you do not score in this round. You may not look back at cards in the discard pile; since each object appears twice you'll know if someone has incorrectly grabbed an object as more cards are flipped over.
5. **ENDING A ROUND:** Once you've flipped over the last card of the deck and no one wants to take another object, the round ends. Check the three cards that were put aside before the round: If you've grabbed an object that appears on one of these, you do not score in this round.

WINNING THE GAME

Count the number of objects you've collected and announce it to the other players—you get one point for each object you've collected. Put all of the objects back into the center of the table, shuffle the cards, put three aside, and play again. The player with the most points at the end of three rounds wins the game.

If you have questions on these rules or on any of our products, please call us at

844-962-6446

M-F 9:00 – 6:00
CENTRAL TIME

We'll do our best to help you.

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