













The Question cards contain images which you must guess what ethnic the image comes from. If your guess is correct, you can save the star in the back of this card as victory points.

TABLE OF KNOWLEDGE



The Table of knowledge contains all the key answer to the question cards. This table should only be viewed by a little detective while the game on.

ANSWER CARD



The Answer cards contain images with the names of objects and ethnic origin of the image. Through this card, you can find out the answer to the question cards.

INDONESIA MAP



Through the Indonesia map, you will be able to see all ethnic available as option for guessing the ethnic origin of the image in question cards.



HOW TO PLAY

First, you have to select who will play the Little Detective hompimpa!

(Rock, Paper, Scissor) Little Detective can see Tables of Knowledge to find out if his friends guess is right or wrong. And the others can answer the ethnic origin of cultural property by looking at Indonesia map at the back of the Table of Knowledge. Every start of new game, you have to resellect Little Detective by doing hompimpa again, okay?

GAME 1

1. Every player takes 3 question cards.

- 2. In player turn, the player have to choose between:
- a. Guessing the ethnic origin of the image in question card/s at hands,
- b. Draw one reply card from reply cards deck and show it to all players.
- If your guess is **RIGHT**, you get one star from the back of the question card and are able to draw one more question card.
- If your guess is **VRONG**, you have to discard the question card that you quessed.

The winning player: the first one collects 5 star from question cards.

The losing player: the player who runs out of question cards at hands.

GAME 2

1. Every player takes 3 reply cards.

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- 2. In player turn, the player have choose between:
- a. Draw one question card from the question cards deck and guess the ethnic origin of the image in it.
- b. Draw one reply card from the reply cards deck then discard one reply card from hands.
- If your guess is **RIGHT**, you get one star and are able to draw one reply card without show it to the other players.
- If your guess is **WRONG**, you have to discard one your reply card/s from hands and show it to all players.

The winning player: the first one collects 5 star from question cards.

The losing player: the player who runs out of reply cards at hands.





GAME 3



- 2. Little detective opens one question card and place it in middle of playing area, all players race to guess the ethnic origin on the question card.
- If players guess is **RIGHT**, the player can draw one reply card.
- If players guess is **WRONG**, the player cannot answer for one turn.

The game ends: No more question cards are available.

The winner: The player who collects most reply cards.

PST... THE SECRET GAME!

If you have memorized the ethnic origin in the image on the question card, the next phase is guessing the name of the object in image, not only the origin.

If you play with a lot of friends (5-10 people), you can play with Memories with the reply cards! Here's how to do it:

- 1. Shuffle all the reply card.
- 2. Arrange the 40 cards with 5 cards pattern extends to the right and
- 8 cards extend downward.
- 3. In turn, each player may open 2 cards and show them to his friends.
- 4. If two cards opened by the player has the same origin color, then the player can take it as a victory points.
- 5. The player who collects most points is the winner!

Bhinneka card-game can also used to play cat-and-mouse! Here's how to do it:

- I. Shuffle separately reply cards and question cards, and hide one card from each that will become the cat.
- 2. Distribute all remaining cards to all players.
- 3. Players must match the picture of reply cards and question cards.
- 4. If there is no more matching cards in the hands, the player can take one card from friend next to the player randomly.
- 5. Players who holds the last cat card in his/her hands is the one lose the game.



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