

GOAL OF THE GAME :

Form as many complete families (5 cards) as possible by asking other players for cards and strategically using special cards. The player with the most families at the end of the game wins!

SETUP :

1. Shuffle all the cards (standard and special). For 2 players, remove the Grizzly and Lemmings special cards.
2. Deal **5 cards to each player**.
3. Place the remaining cards in a pile in the center of the table, face down.

GAME INSTRUCTIONS :

Players take turns, moving clockwise. The fastest player starts.

END OF THE GAME :

The game ends when all the families have been completed. Each player then counts their completed families.

- **1 complete family = 1 point..**
- **In the event of a tie**, the player who first shouts « Tabodiii ! », wins.
- **For 2 players**, the game ends as soon as there are no more cards in the draw pile..



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GRIZZY & THE LEMMINGS



RULES
7 FAMILIES GAME

7 FAMILIES GAME

Welcome to the hilarious world of Grizzy and the Lemmings! Collect the families while enjoying wacky adventures around the world. But be careful: special cards can disrupt your plans at any moment!

BOX CONTENTS :

- **35 classic cards:**

7 families of 5 cards each.

- Examples of families: Scotland, Asia, Canada, etc.

- Each family is made up of a gadget, an animal, a gag, a Lemming, and Grizzy.

- **11 special cards :**

1. Gift (x2)
2. Grizzy (x3)
3. Trash can (x3)
4. Lemmings (x3)

- **Game rules.**
- **Game aid card.**



DURING YOUR TURN :

1. **Play a special card if you have one.**
2. **Ask a player for a card :**

- Choose a player and ask for a card from a specific suit and number (for example: «In the Asia family, I would like number 3»).
- If the targeted player has this card, they must give it to you. You can continue playing as long as you obtain the requested cards.
- If the player does not have the card, draw a card from the center pile. It's the next player's turn.

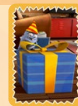
Note: If you have no more cards in your hand, continue the game normally.

3. **Form a complete suit: :**

- As soon as you complete a family (5 cards), place it in front of you. It's the next player's turn.

SPECIAL CARDS: :

If you have a special card, you can play it during your turn before requesting a card. This card is only valid once per game.



1. **Gift (x2)**

You draw 2 cards from the draw pile and then play normally.



2. **Grizzy (x3)**

During a turn, you cannot be asked for cards.



3. **Trash can (x3)**

Randomly take a card from a player's hand and, without looking at it, shuffle it into the center pile.



4. **Lemmings (x3)**

The next card you request, you ask all players at once.