

Grabolo

Contents

36 x playing pieces, 1 x colour die, 1 x shape die, 1 x tub

Aim of the Game

To be the first player to collect the required number of playing pieces...

2 players – 10 pieces

3 players – 8 pieces

4 players – 6 pieces

Play

Spread out the pieces randomly on the table. Youngest player rolls the two dice at the same time to decide what colour and shape piece ALL players must look for (i.e. red + duck = find the red duck).

The player who grabs the piece first keeps it and hides it in one hand. The next player then rolls both dice and play continues, rotating clockwise.

If the playing piece is already in a player's hand, ANY player may call out the name or point to the player who they think has it. If the named player has the piece, he/she gives it to the player who guessed correctly. If the named player does not have it, they must first show their hand to prove it, and the player who guessed incorrectly must place one of their pieces back onto the table. Players are allowed to name themselves to avoid having a piece captured by another player, again proving it by showing their hand. If they are wrong and do not have the piece, they must place one of their own pieces back onto the table. If no player calls out a name or points to another player, the game continues with the next player rolling both the dice.

Game Over

When a player collects their final required playing piece they are the winner!

Maureen Hiron



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How to Play

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WARNING! Not suitable for children under 36 months.
Choking hazard - contains small parts.

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