



JUNIOR Grabolo

A game for 3-5 players.

Components:

36 cards, 1 die with pictures of animals, 1 die with colours

Object of the game:

The goal of the game is to be the first player to acquire the following number of cards:

3 players – 10 cards, 4 players – 8 cards, 5 players - 6 cards

Game setup:

Randomly place all the cards face up in the middle of your play area with all the animals clearly visible and no card covering any other. This is called the “pool”.

Gameplay:

The youngest player rolls both dice – the result is a combination of a colour and an animal (e.g. yellow / lion).

At the same time, all players are trying to be the first to locate and put his/her hand over the card that shows the matching combination. The player who placed his/her hand first takes the card from the “pool” and places it face down in front of them.

Taking turns in a clockwise direction, the next player rolls both dice.

If a rolled combination is not available, players may guess “who has that card”. Only the first player to be named has to prove whether they have to card or not. If that named player does have the card, he/she gives it to the player that named them, but if they do not have the card, they show their cards to prove it and the player that guessed incorrectly must place one of their own cards face up back into the “pool”. Players are allowed to name themselves to avoid a card being captured by another player, showing their cards to prove they have it, but if they were mistaken and do not have the card, they place one of their own cards back into the “pool”. If players do not want to take any risks and nobody shouts a player’s name, then the game continues with the next dice roll.

End of the game:

The game ends at the moment a player gains the last card needed to win the game.

