

FAMILOU



Age: 5-10 years



Number of players: 2-4



Contents: 42 "animal families" cards + 6 "wolf" cards.



Object: To reunite all seven animal families before the wolf arrives.



Preparing to play: Lay the six "wolf" cards out with the numbered sides face up, as shown:



Shuffle the "animal" cards and distribute three to each player. The rest of the cards constitute a draw pile that is placed with the cards face down, next to the players. Players take turns playing in a clockwise direction. The players decide who is to play first.

Throughout the game, players can talk about the cards in their hands (without showing them to one another). Indeed, the idea is that everyone plays cards which will help the following players to lay their cards, and thus avoid blocking the game.

How to play: When it is your turn, lay one of your cards in the centre of the table. You can either:

- start a new family by laying any card from that family,
- or complete an existing family: in this case, the card you lay must respect the numerical order of the cards

(e.g. if the card number 4 of a family has been laid down, you may only continue by laying the numbers 3 or 5 of this family).

At the end of your turn, pick up a card from the draw pile, and then it's the next player's turn.

NB : If you lay down the sixth card of a family, announce the "family" and you can play again immediately.

If you cannot lay any card on the table, then you have to turn up one of the six wolf cards! (Starting with the number 1, then 2, and so on.).

Winning:

If the players have managed to lay down the seven complete families, then they all win!

If, however, the six wolf cards have been turned up, then it is the wolf who wins the game and all the players lose!

A game by Cyril Fay



DJECO

Warning. Small parts.