

GAME RULES

The goal of the game is to bring together the largest number of families possible.

A player, designated by the spell, defeats the cards, has them cut and distributes 8 to each player. The rest is the pickaxe. The neighbor, to the left of the donor, speaks first. He asks for a card from a family of his choice. If the applicant gets the card he wants, He can play again. If he does not get it, he takes a card from the draw pile. If the card drawn is the card requested, the player can replay otherwise it is the turn of the player left to play.

As soon as a player reunites a family, he puts it in front of him and it is the turn of another player. When a player places a family and finds himself without cards, he draws one and the game continues. The winner is the player who poses the most complete families in front of him.

What's in the game

- . 75 cards
- . 75 stickers
- . 5 family boards (1 for each)
- . 5 family boards with character names
- . 1 rule of play

Families

