

GIMME GIMME

RULES 1

SET-UP

Shuffle the cards and deal a hand of 7 cards to each player.

For very young children, you can try playing with hands of just 6 cards and the goal of 6 matching pets.

Randomly spread out the remaining cards face down onto the field (table or floor).

HOW TO WIN

The goal is to get 7 of the same pet in your hand.

When you get them, be the first player to shout "Got 'em!" to win the game. Play again!

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RULES 2

HOW TO PLAY!

The youngest player says...
“Ready, set, go!”

As fast as you can, put 1 card from your hand to the field face up, to pick up any card on the field. When placing a card you must place it in the middle of the field where other players can reach it.

You may not have more than 7 cards in your hand at any time, you may have less than 7 cards if you want to.

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RULES 3

PAWS CARDS

If someone plays a **PAWS** card, they may yell “Paws!” and every player must freeze, and then politely pass 3 cards from their hand to the player on their right. Then the player that played the **PAWS** card shouts “Go!” and play continues.

If a player does not yell “Paws!” after playing their card onto the field, play continues and any other player may pick up the **PAWS** card if they want to.

PAWS cards are removed from the game once the player uses it by yelling “Paws!”

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QUESTIONS

What happens if you shout "Got 'em" but you don't "Got 'em"?

You are out of this game. Put your cards face down on the field and mix up the cards on the field and the game continues. Don't worry, games are quick and you can play again!

What happens if a player is caught with more than 7 cards in their hand?

This player is out of the game. The player must put their cards face down on the field and mix them up, then the game continues.

What if more than 1 PAWS card is played at the same time?

Play the effects of the first card, then play the effects of the next card, then the next until all PAWS cards have been resolved.