

7 FAMILIES

Contents

42 cards made up of 7 families, each comprised of 6 members:

- The Grandmother
- The Grandfather
- The Mother
- The Father
- The Daughter
- The Son

Objective

The object of the game is to collect as many families as possible.

Setting Up

One of the players deals 7 cards to each player. The rest of the cards are placed in a pile facedown.

Playing

One player is selected to go first as the asker. Their turn consists of asking any other player for a specific card the asker does not already hold, from a family they do hold.

For example, if the asker holds a Fairytale family card that is not the mother card, they may ask, "May I please have the mother card from the Fairytale family?" If the player asked has that exact card, they must give it to the asker, who then gets another turn to ask any player for a specific card. If the player asked does not have the right card, they tell the asker, "Pick a card!" The asker must then draw the top card of the undealt stock.

If the card drawn is the one asked for, the asker shows it, says "Lucky dip!" and then gets another turn. If the card drawn is not the one asked for, the asker keeps it, but the turn now passes to the next player clockwise.

A player can only request a card from a family they already hold in their deck. It is forbidden to request a card that is identical to one already held.

Once a player has acquired a whole family, they display those 6 cards before them, and the game continues until there are no more cards left to draw.

Winning

The player who collects the most families wins!