



MOOSE MATCH MAYHEM™



RULES

Contents

93 cards, 1 Moose Token

Overview

Be the hit of the party when you bring your friends & family through this ridiculously fun and wild ride through the Northern backcountry! **Race to collect three sets of moose, bears or squirrels** but watch out for Yetis and Avalanches – or your matches will disappear into the wild!

Each player takes a card from the stack. Everyone chants “**Moose, Match, Mayhem!**” flips their card over, and immediately races to **select the best card to make a match**. The first player to collect three sets of matching animals, wins!

Objective

The first player to collect **three** (3) sets of moose, squirrels, or bears wins!

Set Definition

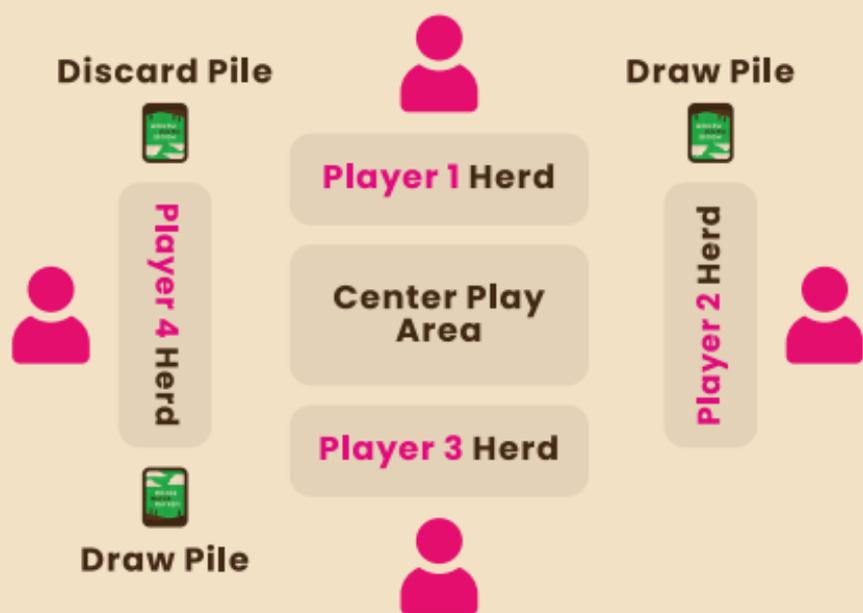
A set consists of three (3) animals of the same color (ex: three white moose, three brown squirrels). Sets can be completed using wild cards.

Setup

The number of cards in the deck depends on the number of players. There are two colors of each animal.

3 Player	Remove 2 of each color bear, moose and squirrel (remove 12 cards total; do not remove Yetis)
4 Player	Use all the cards
5 Player	Remove 2 of each color Yeti, and 2 Avalanche (remove 6 cards total)
6 Player	Remove 2 of each color Yeti, and 3 Avalanche (remove 7 cards total)

Players gather around a table, preferably standing, and use **two face-down stacks** as draw piles on either side. Cards are played in a central area, and players collect cards in their “herd”. Refer to the diagram for the suggested table layout.



How To Play

Everyone plays at the same time in this game.

Players all take a card from a draw pile and place it in their hand.

Players' hands should be palm-up, with the card face down (players should not look at their card).

All players chant "Moose...Match... Mayhem!" and flip their card over on the word "Mayhem". The cards should land **face-up** in the central play area.

Once cards are played, players **immediately race to grab the card of their choice**. Each player can claim only one card. Players must take a card each round (except when an Avalanche appears).



Note: There are **three** special cards - Wilds are 'good' but Yetis and Avalanches are 'bad'. See "special cards" below!

Players **place the card they chose into their herd** (see "table management" suggestions).

When a player has collected a set, the player then **flips the set over and moves it off to the side, face-down**. Complete sets are not affected by Yeti or Avalanches.

If the draw piles run out, shuffle the discard pile to become the new draw piles.

Special Cards

Wild Cards: (Grab these cards!)



A wild card can be used to create a set of any animal of any color.

Multiple wild cards can be used in the same set.

Yeti: (Avoid these cards!)



When a player collects two of the same color Yeti, **the Yeti scares all the animals away**, and the player must place their entire herd (including the Yeti cards) into the discard pile.

Note: **Completed sets are not affected by the Yeti cards** and remain in the player's possession.

Avalanche: (Avoid these cards!)



If an Avalanche card is played in the central play area, **any player who touches any card must immediately put their entire herd** (including wild and Yeti cards) **into the discard pile.**

If no players touch a card after a few seconds, players say "**All clear!**" and move all the cards in the central pile to the discard pile.

Note that **completed sets are not affected by the Avalanche** and remain in the player's possession.



Breaking A Tie

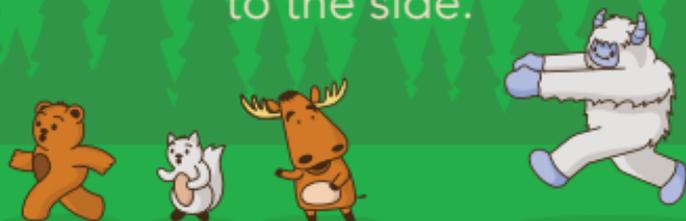
If two players try to take the same card at the same time, then pause, and use the Moose token to resolve the dispute.

The player that wins the token flip gets the card.



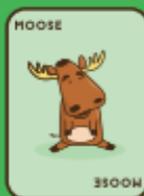
Table Management

To keep a clean table, use the suggested layout to the right. Group the animals in stacks, with wild cards below and Yeti cards off to the side.



Herd layout

Moose



Bear



Yeti



Wild
Cards



Completed
Sets



Winning The Game:

The first player to collect three
(3) sets wins!

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