

Maureen
Hiron's

Grabolo™



Rules

Rules

3 to 5 Players • Ages 6 & Up

Contents: 36 Cards, Number Die, Color Die

Object: Race to grab Cards and collect enough to win!

Set Up

Randomly lay out all of the Cards face up in the middle of the playing area so you can see them all clearly. This is your Card “pool.” Set the Dice out. Decide how many Cards a player has to collect to win. 3-Player game: 10 Cards. 4-Player game: 8 Cards. 5-Player game: 6 Cards.

Play

The youngest player rolls the Dice that will show you which combination of color and number you’re looking for. Now ALL PLAYERS try to be the first one to claim that Card with a matching combination by placing a hand over it. The quickest player takes the Card and places it face down in front of them. Now the next player rolls the Dice, and it’s time to race for another Card. Play continues clockwise.

When a Rolled Combination is Not Available

If a combination is rolled and the Card is not on the table, that means a player already has it! Players may guess

who has it by shouting that player’s name (yes, you can shout your own name)! The first shout gets checked: The player who was guessed must prove whether or not they have the Card. If the shouting player was correct, they get the Card. If they were incorrect, they must put one of their own Cards back in the pool (this rule applies even if you shouted your own name). If no one wants to take a risk, and no name is shouted, a new combination is rolled and play continues.

Winning

The first player to collect the correct number of Cards is the winner!

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We wanna hear about how much fun you had! Get in touch at:
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