

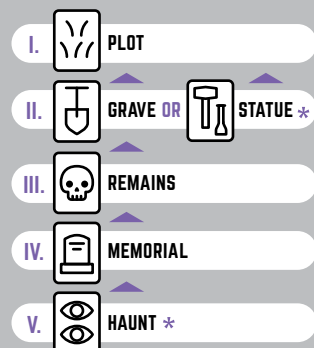
GRIM+ACRES™

AGES 13+ 2-4 PLAYERS 5-15M

BASICS

CARD PLAY ORDER

New plots may be played next to existing cards. All other cards are stacked on top of the preceding card.



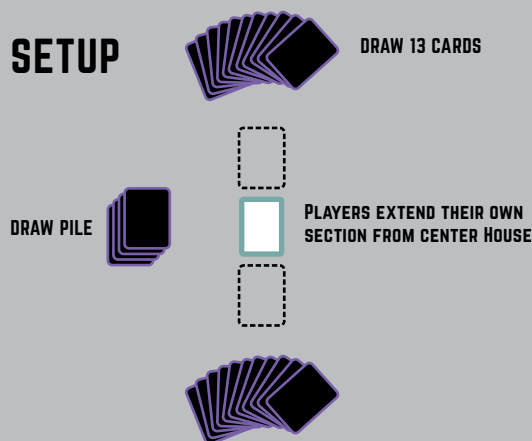
* Statues and haunts are end cards (nothing can be played on top of them).

WAYS TO PLAY

I. OVERSEER

BE THE FIRST PLAYER TO PLAY ALL OF YOUR CARDS.

SETUP



Place the green Grimsly House card in the table center and deal each player a hand of 13 cards. Play proceeds to the left. On the first round, build your section by playing as many cards in order as you like. Extend your section from the central house, laying plots in line or grid format. On subsequent rounds, play one card at a time. If you can't play, draw a card and play it if you can.

TO WIN, be the first to play all of the cards in your hand.

WHITE NORMAL CARDS

Only playable within your section or on another player's green or purple card.

GREEN OPEN CARDS

Any player may play onto any green Open Card, even outside his or her own section.

PURPLE CURSED CARDS

Cursed Cards must be immediately covered by the next card in order (white, green, or purple). If you don't have the next card, draw from the deck and play if you can. If not, play passes to the left until someone can play/draw the required card. Multiple Cursed Cards may be played in a row. Resume play to the left of the original Cursed Card player.

II. OVERSEER COMPLETIONIST

BE THE FIRST PLAYER TO COMPLETE ALL YOUR PLOTS TO EITHER MEMORIAL OR STATUE WITH THE REQUIRED NUMBER OF HAUNTS.

SETUP

2 PLAYERS - 8 PLOTS, 3 HAUNTS
3 PLAYERS - 5 PLOTS, 2 HAUNTS
4 PLAYERS - 4 PLOTS, 1 HAUNT

Remove the green and purple plot cards.

DRAW 2 CARDS

PLOT CARDS



THREE CARDS FACE UP

DRAW PILE

Place the designated number of plots for the number of players on the table. Players draw 2 cards for their starting hand. On each turn a player may take any of the 3 face-up cards in the middle (replacing it with the top card from the draw pile) or they may take a card from the draw pile. You may play as many cards as you can in order from your hand. Players may only hold 4 cards at a time. If you have 5 cards and can't play, choose 1 card to bury back into the draw pile. Place it wherever you like.

The first player to complete their cemetery with the required amount of haunts, wins.

*Disregard green and purple card functions. Play as normal cards.



EXAMPLE FINISHED CEMETERY

7 memorials, 3 haunted
1 statue