

MISTIGRIFF



Ages: 5-8 years



Number of players: 2-5



Object: To win the most bravery points.



Number of cards: 36 cards.



You keep these cards in your hand until the end of the game.



The King and Queen are each worth 2 bravery points.



The Mistigriff dragon will cost you 3 bravery points.



The defeated dragon is worth 1 bravery point. If you are left holding both defeated dragon cards, together they cancel out the negative effect of Mistigriff.



Lay these cards out in front of you during the game. They are of monster halves. To make a pair, simply collect two cards of the same monster.



These cards earn you bravery points.



These cards have magical powers.







Preparing to play: Shuffle all the cards and deal them out among the players. (If there are 5 players, one player will have one more card than the others).

How to play: The youngest player starts and play then continues in a clockwise direction. On your turn, draw a card at random from the hand of the player on your right. If you can form a pair, place the 2 cards on the table in front of you.



If one of them has **magical powers**, they take effect immediately. (See the effects of the magical powers). Then it is the next player's turn.

If you do not have a pair forming a complete monster, your turn ends and it is the next player's turn.

Effects of the magical powers:

-  You can 'steal' the last pair laid down. (If there is magical power on one of the stolen cards this one does not apply.)
-  You can play again, then gameplay changes direction.
-  The next player misses a turn.
-  You choose a card for the next player. (This player will therefore not be able to choose his own card.)

Winning:

As soon as you run out of  cards, you stop playing. You then lay down your remaining  cards in front of you.

The other players continue playing. When all the players have finished playing, they count the bravery points on the cards laid out in front of them: whoever has the most wins the game.

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Warning. Small parts.