




# GRIMACES

 From 6 to 99 years of age


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 3 to 5 players

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 Game contents: 72 cards. 18 large cards with red backs, 18 small cards with red backs, 18 large cards with green backs, 18 small cards with green backs.

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 Object of the game: Memorize the grimaces and make your partner guess as many of them as possible.

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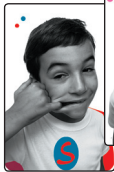
## Rules of the game for 4 players

The game is played with teams of 2 players. A game consists of two hands. In the beginning of the game, each team designates an A player and a B player.

The A players have to mimic while B players guess what their partner is mimicking.

Team number 1 takes the red cards and team number 2, the green cards. The A players take the large cards and the B players the small cards.

The B players take six random cards from their partner's hand without looking at them. The A players exclude the 12 remaining cards from their hand and take the 6 cards that they just drew from their B partner. The A players memorize the cards, the first that feels ready says "stop" and both A players put their cards face down.



The B players pick up their 18 cards and try to guess the grimaces mimicked by their partner.

If a B player thinks they recognize a grimace, they place the corresponding card in front of them face down.

The game is over when one of the B players has placed 6 cards in front of them.

All players turn their cards over. The A players compare their 6 large cards with the 6 small cards of their B partner. Whenever a small card matches a large card, it means the grimace is found. When this happens, the winning small cards are kept by the team and are each worth 1 point.

Now the second hand can begin.

Each team picks up their remaining cards: the large cards whose grimaces were found, are excluded from the rest of the game, while those from the 6 cards that were not found are put back into the game.

The roles are now reversed: the A players become the B players.

At the end of the two hands, the points (small cards) won by each team during the two hands are added up. The team with the most points wins the game.

### **Rules of the game for 3 or 5 players**

In these 2 cases, one player mimes 7 funny faces, one after the other, taken at random from a pack of 18 large cards. He doesn't need to memorise them. The 2 or 4 other players have a set of 18 small cards set out in front of them, with their faces showing. For each mimed funny face, the first to recognise it, find the card and pick it up wins. You've got to be quick!

The card is checked immediately. If he has got it wrong, the other player(s) carry on without him to the next funny face.

At the end, the players count the number of cards they have won.

