



MOOSE MATCH MAYHEM

[INSTRUCTIONS]



Scan for
How-to-Play
Video!

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Game Design by Dave Campbell,
special thanks to Ethan Cook



AGES 7+ | 3-6 PLAYERS | 10 MIN PLAY

Contents

94 cards, 1 Moose Token

Objective

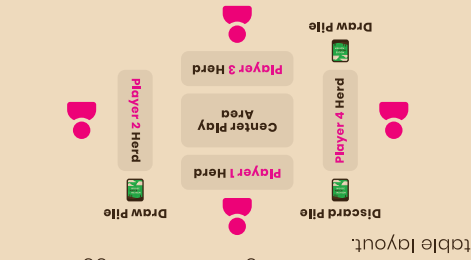
The first player to collect **three (3)** sets of moose, squirrels, or bears wins!

Set Definition

A set consists of **three (3)** animals of the **same color** (ex: three white moose, three wild cards of the same animal).

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!

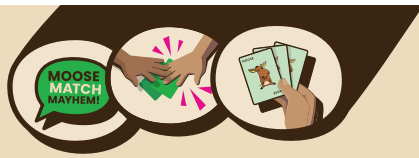


Players gather around a table, preferably standing, and use **two face-down stacks** as draw piles on either side. Cards are played in their central area, and players collect cards in their “herd.” Refer to the diagram for the suggested table layout.

3 Player	Remove 2 of each color bear, moose and squirrel (remove 12 cards total)
4 Player	Use all the cards
5 Player	Remove 2 of each color yeti, and 2 avalanche (remove 6 cards total)
6 Player	Remove 4 of each color yeti, and 2 avalanche (remove 10 cards total)

Setup

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



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. As soon as a

player has touched a card, no one else may take it. Players must take a card each round.

- 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**. Completed 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 the corresponding animal**. For example, a wild bear card can be used with two brown bear cards for a set of three bears.

- 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.



Use Token to Break 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.

- A neutral player flips the token while one player calls heads or tails. If that player wins the dispute, they win 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



Winning The Game:

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