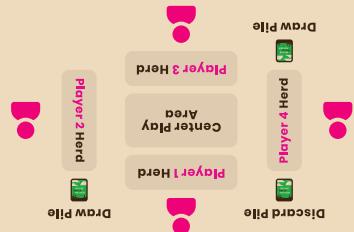


3 Player	Remove 2 of each color bear, moose and squirrel (remove 12 cards total)
4 Player	Use all the cards
5 Player	Remove 2 of each color yeti, and 2 avaclanche (remove 6 cards total)
6 Player	Remove 4 of each color yeti, and 2 avaclanche (remove 10 cards total)

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

## Setup

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



A set consists of three (3) animals of the same color (ex: three white moose, three brown squirrels). Sets can be completed using wild cards of the same animal.

## Set Definition

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

## Objective

Each player takes a card from the stack player to collect three sets of matching animals, wins!

Everyone chants "Moose, Match, Mayhem!" Everyone flips their card over, and immediately races to flip their card over, and immediately races to

select the best card to make a match. The first player to collect three sets of matches will

disappear into the wild! Each player takes a card from the stack

friends & family ride through this ridiculous fun

moses, bears or squirrels but watch out for

moose, bears or squirrels — or your matches will

get eaten by the Northen

bacockntry! Race to collect three sets of

friends & family ride through this ridiculous fun

Be the hit of the party when you bring your

## Overview

94 cards, 1 Moose Token

## Contents



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How-to-Play  
Video!

# MOOSE MATCH MAYHEM

[INSTRUCTIONS]





## 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!**