MOBY PICK ™

by Luigi Ferrini
A game of reflexes for 3 to 8 players, aged 7 and up

The three companions of our story meet each morning by the sea to tell tales about their dreams. There's Molly the kid, who lives on her beautiful island, there's Polly, her talkative parrot, and Moby Pick the talking whale. In their dreams the three friends often exchange their roles: who is now Molly, who is Polly? What is the background: golden sand, the blue sea or a red sunset?

CONTENTS

- 106 cards divided into:
  - 72 "dream" card with the illustration of the kid, the parrot or the whale; the yellow, red or blue background, and the name "Molly" or "Polly";
  - 18 "Crazy Dream" cards: they show no name, they have an image of one of our three friends, and a flash of one of the three colours in the background;
  - 15 action cards, in green;
  - 1 alarm-clock card;
- these rules.

AIM OF THE GAME

The goal of the game is to help our friends so that their dreams will match. On their turn, players reveal one of the cards, and they try to form a pair by matching one of the face-down cards in front of them. Be careful in interpreting the dreams! Sometimes they are remembered, but more often they are confused and sometimes they look exactly the opposite of what they seem! The player who matches the most dreams correctly will be the winner.

PREPARATION

Take the Alarm Clock and set it aside for the moment. Shuffle all the other cards together and deal two cards, face down, to each player. Each player now looks at the cards he has been dealt, memorise them, and places them face down in front of him, clearly separated. If players receive any action cards, they discard them and draw replacements. Take 15 more cards, they discard them and put the Alarm Clock on top of this small pile; then, put the rest of the deck, face down, on top of this pile. Keep this playing deck handy.

THE GAME

The owner of the game chooses a starting player, or you can choose randomly. The game is played in turns going to the left. Beginning with the starting player, each player on his turn takes the playing deck, draw the topmost card, puts it in the middle of the table and turns it face up (so that it is clearly visible to all players). Two situations are possible:
- the card is one of the three friends (either a dream or a Crazy Dream)
- the card is an action card.

Turning over one of the three friends:

If players reveal one of the three friends (the kid, parrot or whale), the player whose turn it is must say aloud the following nonsense rhyme: "Molly, Polly, Moby Pick". This rhyme must be said slowly and not rushed; if the rhyme is wrong, you have to say it over again! While the rhyme is being spoken, the **other players** who have at least one face down card in front of them can try to grab the card. The first player **touching** the card gets it. (The player whose turn it is cannot try to touch the card: he must only say the rhyme. Also players without face down cards in front of them cannot try to touch the card.) If a player takes the card, he **must** reveal one of the face down cards in front of him, in attempt to form a pair.

- if the two cards are **identical** (illustration, background and name), the player takes both cards and keeps them apart, piling them face up, in his "dream" pile.
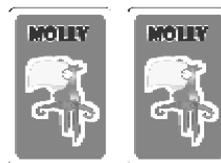
- if there are one or two **Crazy Dream** card(s) involved, do the same. The Crazy Dream cards do not show a name, so the name is never considered when matching a Crazy Dream. If the pair is valid (the cards have the same illustration and colour), both cards are added to the "dream" pile.
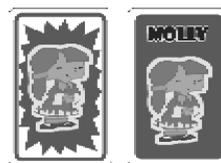
- in all the other cases, both cards are **discarded** and the player goes empty handed.

- *Special rule for four players or less: if the two cards are identical but the name is different, the player piles one of the two cards in his "dream" pile and discards the other one.*
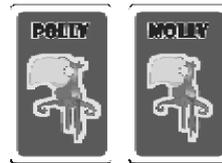
If no one has touched the cards when the rhyme is finished, the player who said the rhyme takes the card, memorises it, and puts it face down near the other face down cards he has in front of him. In any case, the turn is over, and the deck passes to the next player.

Turning over an action card:

If a player reveals an action card, the type of card determines what happens next:

- **Confuse card:** the player whose turned over the card may change the order of the face down cards in front of another player. He may move one card at the time, for up to three total movements;

- **Remind card:** each player looks at his face down cards, then places them back face down without moving them;
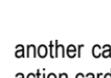
- **Reverse card:** the player whose turn it is draws another card from the top of the deck. If the new card is also an action card, play it instead of the Reverse action. But, if the player

- *Special rule for four players or less: if the two cards are identical but the name is different, the player piles one of the two cards in his "dream" pile and discards the other one.*

three friends, the turn is played as explained above, but with **reverse matching**! That is, only for **this card**, players try to make pair by matching different cards. If the two cards are completely different (illustration, background, and name) the player takes both cards. In any other case both cards are **discarded** and the player goes empty handed. If there is one or more Crazy Dreams involved, as usual the name is not considered when matching. Players put the cards they have matched in their "dream" pile as usual.

Special rule for four players or less: with a pair of cards with different illustration and colour, but with the same name, players take one of the cards in their dream pile and discard the other.
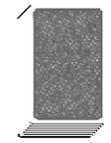
After having played the action card, the turn is over and the deck passes to the next player.

Tip. In order to keep the table clear for everyone to see the cards that are turned face up each turn, put discarded cards back in the box.

Having no cards

If the player whose turn it is has no face down cards in front of him at the beginning of his turn, before turning the card over, he draws one card for himself. He looks at it, then places it face down in front of him. If it is an action card, he discards it and draws a replacement. Then his turn continues as normal.

Example. It's Anna's turn. She draws the topmost card from the deck and turns it face up, in the middle of the table. It's a whale with a yellow background and the name "Polly". Anna starts saying "Molly, Polly, ...". Both Dave and Ester lean out on the table trying to grab the card: Ester touches the card first! She tries to remember which of the cards she has in front of her can match the card she has just taken. She uncovers a Crazy Dream with a whale and the yellow background. That is a match! Ester takes both cards and puts them face up in her "dream" pile.
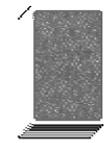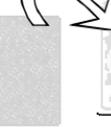
Now it's Barbara's turn. She turns over a Reverse card from the deck, so she immediately turns over another one: it's a Crazy Dream card with the kid and a red background. While Barbara is saying the rhyme, Fox touches the card and turns over one of the face down cards he has: a parrot with a red background and the name "Polly". That's too bad: the card is not different! The background is the same, so Fox discards both cards.

Now it's Carl's turn. He has no cards face down in front of him, so first of all, he draws a card for himself from the deck. Then, he uncovers a parrot with a blue background and the name "Molly". Nobody touches the card before Carl has ended the Rhyme, so he memorises the card and puts it face down near the other one he has in front of him.

END OF THE GAME

The game ends as soon as the Alarm Clock is turned face up from the deck: the current turn is not played out.
Points are tallied: each Crazy Dream in the dream pile is worth two points, any other dream is worth only one point.
The player with the most points is the winner. In case of a tie, the winner among tied players is the one having the most cards in his dream pile.

Moby Pick

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