

Dead Grandma Rules

Grandma has passed and left all of her possessions, and it's up to you to divide up the belongings.

As with any family affair, things can get a little messy 🤯

Game Contents

Action Deck

Action Cards



Number Cards

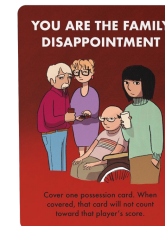


Action and Number cards combine to make one deck. Don't separate them!

Possession Deck



Family Disappointment Card



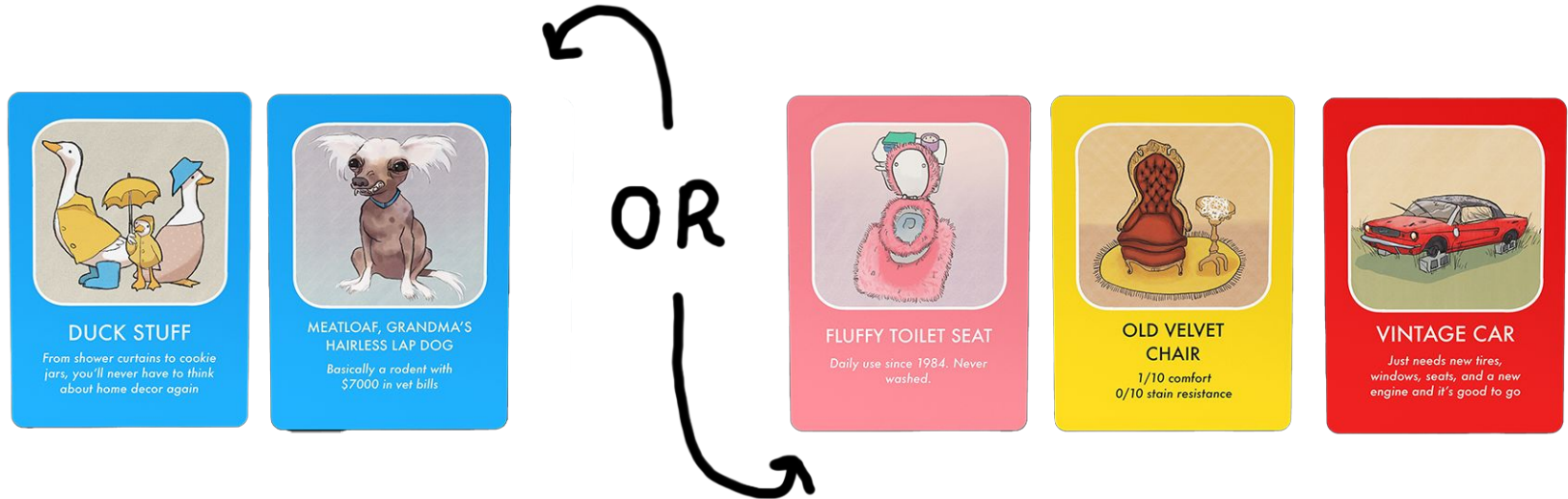
Pass/Play Card



How to Win

Compete for Grandma's prized possessions!

Be the first to collect 2 of the same color possession or 3 different colors to win!



Game Setup

1. Shuffle the **Possession Deck** and place it face down in the center of the table.
2. Place the **Family Disappointment** card in the center of the table. (See special cards for more information on the **Family Disappointment** card)
3. Shuffle the **Action Deck** and deal each player six cards + one Pass/Play card. Place the remaining **Action** cards in a pile in the center of the table.

(If a player does not have a number card in their hand, discard the hand and redraw 6 new cards)



Standard Version Gameplay



The gameplay consists of two simple phases!

#1

Reveal Phase

Players reveal a new **Possession** card, and place their starting bids.

#2

Action Phase

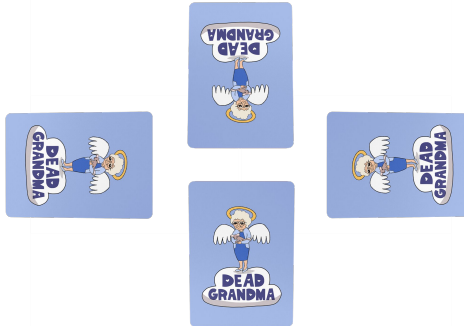
Players use **Action** cards to affect the bids and compete for the current **Possession** card.

Gameplay - Reveal Phase

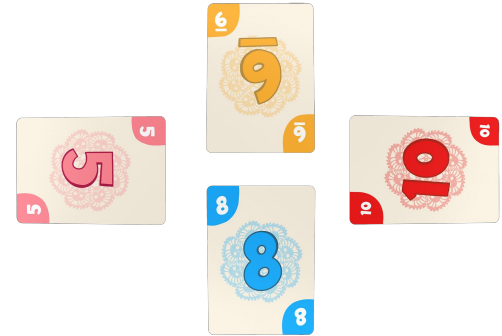
1. Begin each round with each player's Pass/Play card on the "Play" side. Flip over the top **possession** card on the deck. Players will compete for this card this round.



2. Place a single **number** card (no action cards yet) face down as your starting bid.
(The goal is to have the most points so a higher starting **number** gives you an advantage!)



3. When every player is finished placing their **number** card face down, all players reveal their **number** cards and place them face up in front of them!



4. The very first round of the game, the person who everyone agrees who is the most spoiled plays first. The next round, it continues to the next person in clockwise direction.

Gameplay - Action Phase

On your turn, you must do 1 of 3 things:

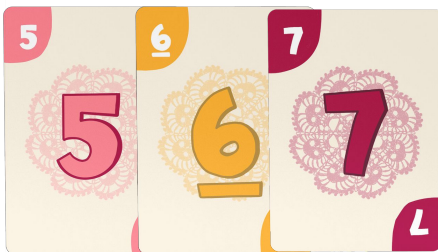
1. Play an **action card**
(can be played on yourself or another player).



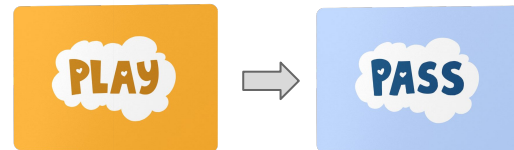
2. Discard two of the same, or a run of three **number cards**, and steal a card from another player's hand



OR



3. **Pass.** Once you pass, flip your **Pass/Play** card to the "Pass" side and finish your turn. You cannot play any more cards until the next possession card is revealed. (except for block cards, see Special Cards for more info).



Play continues in a clockwise direction until all players have passed.

Gameplay - Calculate Score

Once all players have passed, calculate each player's score

The player with the highest score wins the possession card and places it in front of them face up!



TIEBREAKER

If two or more players are tied at the end of the round, each player bids ONE additional number card.

Whoever has the highest card wins! 🏆

⊘ No action cards can be played in a tiebreaker.

TIEBREAKER EXCEPTIONS:

Invert – An invert played during the action round also applies in the tiebreaker. The lowest tiebreaker card wins! ↺

No number cards in hand – if a player does not have any number cards left in their hand, they must forfeit the tiebreaker.

If both players forfeit, or they tie again - neither player wins, the possession card remains in the middle and is included in the bid for the next round.

Gameplay - Repeat

After each round

1. Place all number and action cards played in the previous round in a discard pile.

2. Replenish your hand to 6 cards.

- If a player does not have a number card in their hand, discard the hand and redraw 6 new cards).
- If the action pile runs out, shuffle the discard pile and use that as the new action deck.

Now, reveal a new possession card and start a new round!

Keep playing until one player has collected two of one color possession card or one of three colors.



This player **WINS** and is deemed the favorite grandchild! Enjoy all of Grandma's possessions and use them wisely!

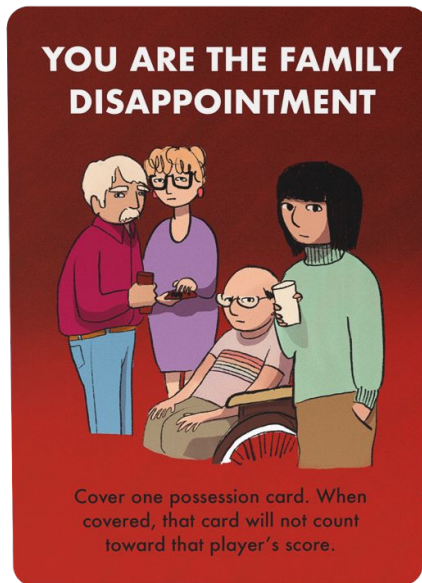
Special Cards

The Family Disappointment Card

The **Family Disappointment** card starts in the center of the table and is brought into play by a player playing a **Shame On You** card. Once in play, it can only be moved to another possession card and never to the center of the table.

While the **Family Disappointment** card is covering a player's possession card, that card does not count towards a winning combination.

Once the **Disappointment Card** is moved, that previously covered **Possession** card will again count towards a winning combination.



Shame On You

Move the **Family Disappointment** card on top of a different **possession** card.

Cannot be moved to the **possession** card being competed for that round, and cannot stay on the same card.



Special Cards

Block Card

Note: Block cards must be played immediately after the card they intend to block and can only block the most recently played action. Block cards can be played out of turn by anyone, even if they have passed that round. Playing the block card does not count as a turn even if you're the next in turn.



Wild

The **Wild Possession Card** counts as any color of possession card when making a combination.

For example, a player can win with **two reds and a wild**, or a **red, blue and a wild**.



Action Card Descriptions



Plus 2 – adds 2 points to any player's score (even your own!)



Minus 2 – subtracts 2 points from any player's score (even your own!)



Draw 2 – draw 2 more action cards. These can be played in the same round



Invert – The lowest score wins instead of the highest. Multiple inverts can be played in a single round (If another invert card is played, then the scoring returns back to normal.) This will take effect in the tiebreaker round too.



Shame On You– Place the Family Disappointment Card on top of any other possession card at the table. You cannot give the Family Disappointment Card to someone who doesn't have any possession cards. Cannot be played on the possession card being competed for that round.



Swap – swap your score with another player's score (this includes the initial number card, and any associated action cards). Does not include possession cards they have won.



Combine two number cards to steal – If you play two of the same number cards, you can steal one random card from another player's hand. This can only happen in the Action Phase and not in the Reveal Phase



Block – stops any action card from taking effect. Must be played immediately after the action card you would like to block. It is possible to block a block.

- Ex. If someone plays a +2, and then another person plays a -2, you are not longer able to block the +2 card. The block card only applies to the most recent action card played.
- If someone plays a block card, you can block their block and nothing happens.
- You can block someone from stealing cards as well. They would just discard their number cards and not perform the steal

FAQs and Clarifications

What happens if someone moves the disappointment card during the middle of a round resulting in a player having a complete set?

Answer: A player only wins when they FINISH the round with a complete set. If the Family Disappointment card can be moved back onto the same person within the same round causing them to have an incomplete set, then that person has not yet won.

What if two players end a round with a full set?

Answer: If two end up with a complete set (three of one color or three different colors) on the same round, the player with more overall possessions wins. If there is still a tie, players will faceoff in the most intense game of rock paper scissors ever.

Can you move the Family Disappointment card to the possession card in the middle of the table?

Answer: No. The Family Disappointment card can only be played on possession cards that have been won previously

If you play a "Shame On You" card, do you have to move the Family Disappointment card?

Answer: Yes. You must move the Family Disappointment card to another possession card.

Can I change my starting number after placing it down?

Answer: No. No take backs. Don't be a coward.

Thank you for trying our game! We'd love to hear from you! :)

If you have any questions or concerns about our game, we'd love to hear from you! Be sure to contact us at deadgrandmagame@gmail.com