

The Grickles and the rainaway dance

RULES OF THE GAME

A cooperative family game

From 3 years of age

For 2-4 players

Contents of the game

Grickle heap kit

7 circular raindrops

12 coloured wooden discs (3 blue, 3 yellow, 3 green, 3 red)

45 memory tiles (with small pictures for each tile)

5 raindrops

4 archer creatures

2 flying creatures

2 sleeping creatures

32 coloured dance tiles
(8 blue, 8 yellow, 8 green, 8 red)



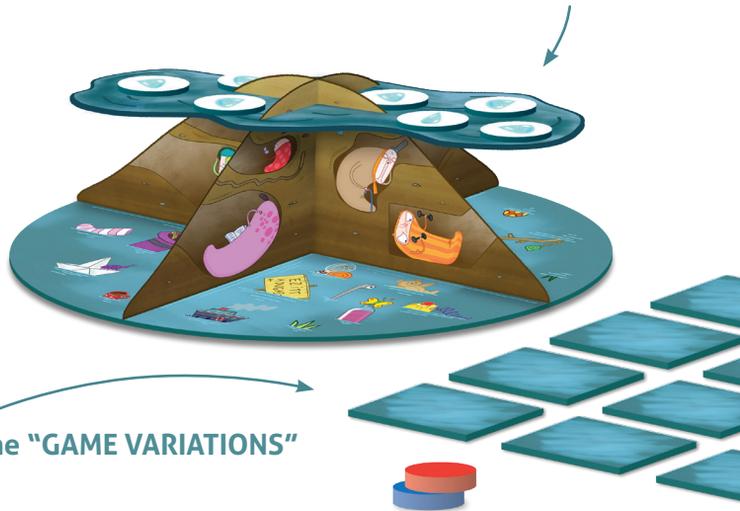
The aim of the game

The rain is just bucketing down onto the deserted meadow, and the waters are steadily rising to form a lake that is threatening to flood the Grickle dens, too! You can only save the Grickle heap by performing the rainaway dance. First find the right steps and then dance to get the sun to shine over the deserted meadow!

Preparations

1. Build the Grickle heap!

2. Place the raindrops here!



3. 20 memory cards

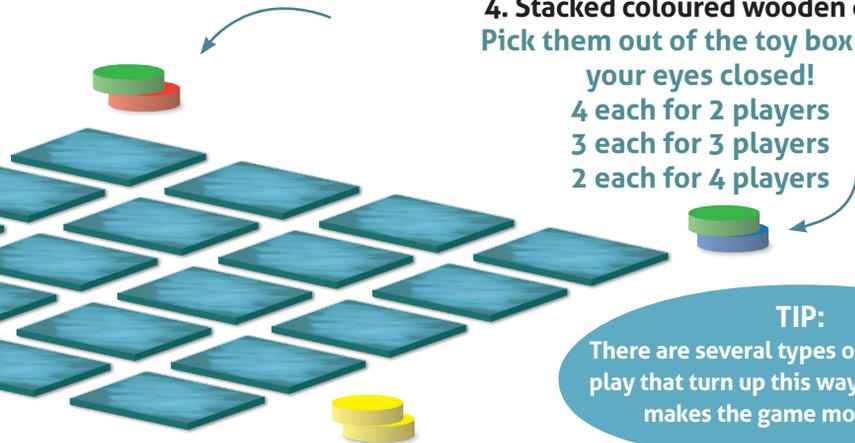
Select according to the "GAME VARIATIONS" table

GAME VARIATIONS

Level	rainaway dance moves				raindrops	Creature cards		
kezdő	3 blue	3 yellow	3 green	3 red	3	2 sleeping	2 flying	1 archer
haladó	3 blue	3 yellow	3 green	3 red	4		2 flying	2 archer
profi	3 blue	3 yellow	3 green	3 red	5			3 archer
surprise	3 blue	3 yellow	3 green	3 red	5	4 randomly drawn creature tiles ¹		
the smallest ²	4 blue	4 yellow	4 green	4 red	3	1 sleeping		

¹ Turn all sleeping, flying, and archer creatures face down and shuffle them together, and randomly draw 4 of them. Don't look at them, during the game they will be revealed.

² The description is on page 11.



4. Stacked coloured wooden discs Pick them out of the toy box with your eyes closed!

4 each for 2 players
3 each for 3 players
2 each for 4 players

TIP:

There are several types of dance tiles to play that turn up this way or that, which makes the game more varied!

HOW TO PLAY THE GAME

ATTENTION! With 3 players the game is a little different!

You can find the modified rules on page 9.

You have to win together in this game! During the game, two consecutive players always turn at the same time and together they have to find dance tiles of the same colour as their top discs.

Then start the game!

The first and second players flip over one memory tile at a time.

I. If both face-up tiles have a **dance move** and the colour of the tiles **matches** the coloured disc at the of the discs in front of the players (it doesn't matter who one turned over the colour, the point is: the tiles of the colour corresponding to both discs must have been turned over!), You have **SUCCESSFULLY** acquired the dance tiles!

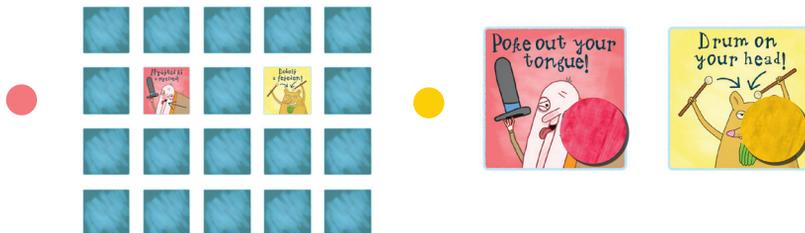
This is the only possible way of acquiring a dance tile!!

Example: Anna has a red disc in front of her, and Matthew has a yellow in front of him, and Anna flips a yellow card, Matthew gets a red. They are very happy because they have managed to acquire the two upturned dance tiles

The first player to place the tile corresponding to their disc face up next to the pile and place their wooden disc on it, then demonstrates the movement

on the tile. The second player then does the same and demonstrates the dance move they have found.

Finally, all the players act together on the existing part of the rainaway dance (after the first round it can amount to a maximum of 2 cards, later also 4 and 6!)



II. In all other cases, players do not obtain a dance tile.

These cases are:

1.If there is a dance move on both tiles, but of the wrong colour (or only in the right colour for one player), make a good note of the tiles and turn them back over.

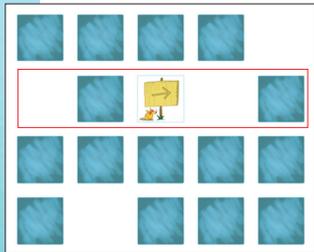


2. If there is a dance move on only one of the tiles, you cannot pick it up, even if it matches the colour on the top of one of the players' discs.

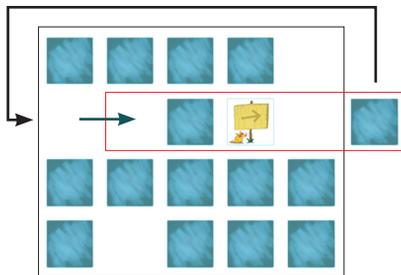


3. If you have an archer creature on one of the tiles (or both), move the row or column to where the arrow points after it was flipped over. If there are empty spaces in the row or column, they will also be shifted as if there were a card there as well. Move the last card in the row or column to the beginning of the row or column.

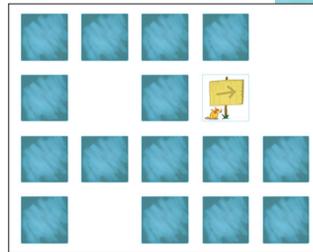
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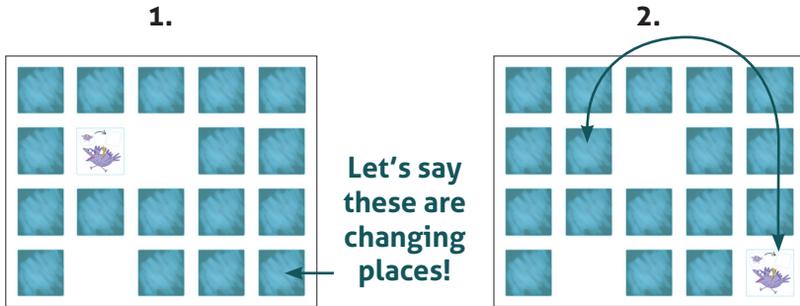
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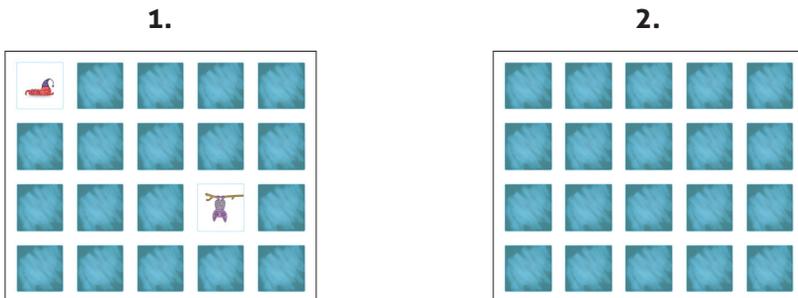
3.



4. If one of the tiles (or both) has a flying creature, we replace it with any upturned memory tile, or we move it to a location where there is a space (i.e., where we have already picked up a rainaway dance tile).



5. If one of the tiles (or both) has a sleeping creature, nothing happens. Carefully turn it back on, let it sleep!



6. If there is a raindrop on one of the tiles (or both), a round raindrop falls from the cloud onto the heap for each upturned raindrop. You are not happy about that.



Then turn the memory cards over. A new round begins. Now the second and third players take their turn, and the game continues as before. In the case of 2 players, they turn them over together again each time.

Example of the sequence for 4 players: Players A, B, C and D play. In the first round, A and B turn at the same time. In the second, B and C, followed by C and D, then D and A, and so on.

Once one player has acquired rainaway dance tiles for all of their wooden discs, they will remain in the game and help others find their colours, taking care not to turn over a raindrop!

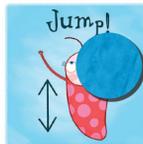
HOW TO PLAY THE GAME WITH 3 PLAYERS

In each round of the game, the three players participate simultaneously. Their goal is the same: to get dance tiles of the same colour as their top discs. They can achieve this together.

The difference for 3 players is that all three of them turn over 1-1-1, i.e. 3 memory tiles, simultaneously.

They can only get a dance tile if all three face-up tiles have a **dance move** and the colour of each tile **matches** the colour of the top discs in front of the players (it doesn't matter who reversed the colour, the point is: all three discs must have the same colour tile face up!). Then you have SUCCESSFULLY acquired all three upturned dance moves!

Example: There is a blue disk in front of Anna, a green one in front of Matthew, and a green in front of Hanna, too. Anna flips over a green card, Matthew flips a blue, and Hanna flips a green. Then they are very happy because they managed to acquire three upturned dance moves)



In all other cases, no dance tile was obtained in the round. Then, in the case of the various cards dealt, proceed in the same way as the base game, and then all three tiles are turned over, and the next round can begin.

THE END OF THE GAME

The game can end in **two ways**.

1. If all seven raindrops fall from the cloud onto the meadow before all of each player's coloured wooden discs have run out, that is, before the rainaway dance was complete, then all the Grickle dens have been flooded and you have lost! The Grickles will have to look for a new heap!
2. If you have acquired all the rainaway dance tiles you need (i.e. no one has any wooden discs left), you have won! Do the whole rainaway dance together, then take off the cloud of the pile and turn over the tile of the meadow! The sun is shining!



If there are 2 or 4 players, we should collect 8 dance tiles to complete the rainaway dance.

VERSION FOR THE YOUNGEST PLAYERS

This game variation differs from the base game in two points.

1. Preparations:

Select the 20 memory tiles as recommended for the smallest ones (see the GAME VARIATIONS table on page...)

2. How to play:

Only one player turns a tile at a time. If you find a match for the colour on your wooden disc, you can insert the dance tile and the disc into the row of dance moves, and then perform that sequence of moves. Then all the players act together on the existing part of the rainaway dance! Everything else has the same gameplay as the base game.

TIP FOR EXPERT PLAYERS

If the game is already going very well, try the game with 25 tiles! In this case you will need 12 dance tiles (3 blue, 3 yellow, 3 green and 3 red), 5 drops, 2 sleeping creatures, 2 flying creatures and 4 archers. The game play is the same as before, just with more difficulty cards. Moreover, when you turn over a sleeping creature tile, shuffle the line in which you found it when you turned it over!





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