

Grimy and the Lost Cuddlies

A cooperative memory game



Grimy went on an outing in the nearby forest and it was only when he got home that he noticed that his toys had climbed out of his rucksack when he sat down for a snack. They must be lost! Will they be able to find their way home before sunset, or will they get stuck in the dark forest? Help them find their way back to their little basket! If they don't get home in time then Little Tiger might snaffle it!

3-7
YEARS



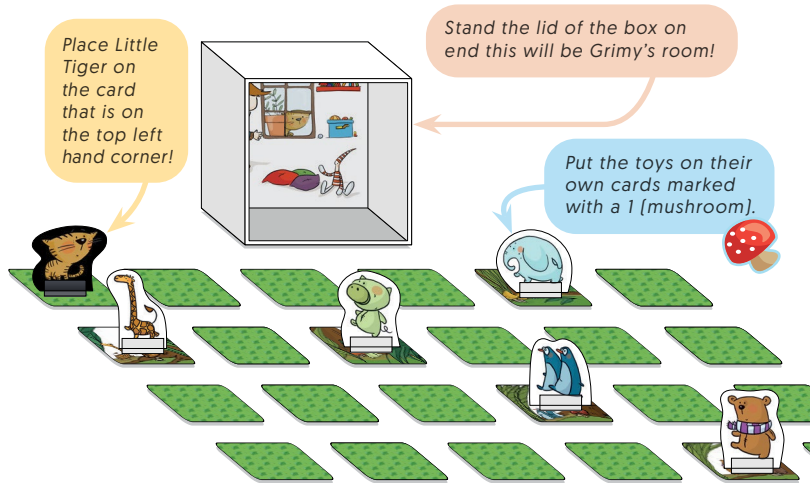

1-4
PLAYERS

GAME CONTENTS

- 1 Little Tiger (kitten) + 5 lost cuddly toys – on plastic bases
- 20 cuddly memory cards: green pig, bear, elephant, giraffe, penguins memory cards marked 1-4
- 4 blank forest memory cards

PREPARING TO PLAY

Shuffle the cards and place them on the table, facing down in a 6 x 4 square.



Let's take a look at the rules of the basic version of the game.



If you're playing with younger children, try the easier version of the basic game, or the **GAME FOR THE YOUNGEST** game mode. You can find these at the end of the rules (with the green background).

THE AIM OF THE GAME

You have to guide the lost toys through the forest, finding all of their cards in sequence from 1-4. At the beginning of the game they are still deep in the forest (on card no. 1), but as you find the other cards, they get closer to Grimy's house. When you find the fourth card, they're home!



The order of the cards is also marked with small icons, so that younger children who don't know the numbers yet can also follow the route easily.

EXAMPLE: The elephant has already reached the second card with the elephant on it and is now standing there. So in the next round for example you can look for the third elephant card [but not the fourth, because they have to land on all four in the right sequence!].

HOW THE PLAY

The upcoming player will say which toy he's looking for.

EXAMPLE: I'm looking for the second (leaf) penguin!

Then they turn a card over.

- If they find what they were looking for, in this case the second (leaf) penguin card, then they place the penguins on the upturned second card, pick up the first (mushroom) card and put it down on the table so that everyone else can see it. From then on they will have to look for the third (beetle) penguin card!
- If the player doesn't find it, all the players look at the card, try to memorise it and then turn it back over face down.

Now Little Tiger takes one step forward on the cards (For the rules for Little Tigers' steps, look at **THE TIGERS ROUTE AND RULES** paragraph).

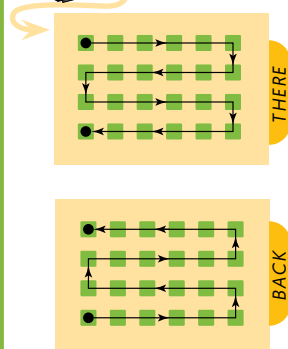
TIP: The active player can ask for advice in their round concerning the whereabouts of the cards, but it is always their decision as to which card they turn over.

When a toy reaches their fourth card, they can jump into Grimy's room straight away, that is into the lid of the box. They have arrived home and can wait for his friends there. The fourth card stays in its place, slowing Little Tiger down.

Afterwards the next player announces which toy they are looking for, and so on.



THE TIGERS ROUTE AND RULES



Tiger starts from the card in the top left corner. Whenever we guess wrong then Little Tiger takes a step forward. If there's a space in front of him (we have already found a card there before), he jumps over it. When he reaches the card on the bottom left corner as seen in the picture (or, if we have already picked that one up, then the last one he is able to step on), he then turns and goes back the way he came from. The card that Little Tiger is standing on can't be turned over, or picked up.

EXAMPLE: If Tiger is standing on the first teddy bear, we can't choose it even if we know that is where the second bear is, because we can't pick the first card up. And if we suspect that Little Tiger is standing on the second bear, we can't turn it over either, because Tiger is standing on it.



THE END OF THE GAME

The game can end in two ways – if every toy gets home before Little Tiger gets back to where they started from, you have won a brilliant victory! If Little Tiger gets back before all the toys reach their home, the game ends straight away and Little Tiger takes someone's place in the basket and doesn't let anyone else in.

- if he only takes the place of 1 animal, you still did a good job!
- if two animals couldn't get home, you can do a little better next time!
- if 3 animals couldn't get home, you have a lot of practicing to do!





THE EASIER GAME

You can make the game easier by only playing with 3 or 4 toys: in which case, only use the cards that belong to the toys you're playing with and put the others back into the box. If you use 3 toys, mix 3 blank forest cards in with the others and if you use 4 toys, mix in 4. Set the pack down in a 5 x 3 or a 5 x 4 square.

THE GAME FOR THE YOUNGEST

If you're playing with really young children who have trouble finding the cards in sequence, just ignore the numbers and icons on the cards. The sequence doesn't matter in this game! Set the game up following the basic rules!

HOW TO PLAY

The upcoming player tells the others which animal he's looking for. In this game it doesn't matter which number card they find.

EXAMPLE: I'm looking for the green pig!

Then they turn a card over.

- If they find what they were looking for, in this case any card with a green pig on it, they place the pig on the new card. The card the pig had previously been standing on goes to the side of the table where everyone can see it.
- If they didn't find it, the players take a look at the card, try to memorise it and place it back face down. Then Little Tiger takes a step forward on the basis of **THE TIGERS ROUTE AND RULES** paragraph.



If you find all 4 of one of the toy cards (keep in mind, that if you have found 3 cards and are standing on the fourth then you have all of the cards), place the cards in front of you and arrange them in the sequence of the road home. If you manage to do this, the toy can jump into the basket, namely the game box. They are home and can wait for their friends there.

Afterwards the next player announces which toy they are looking for, and so on.

The end of the game coincides with the end of the basic game. If all the toys get home before Little Tiger finishes his journey, you win! If Little Tiger reaches the card in the top left corner (or, if we have already picked that up, the last one they can step on), the game ends. Count the toys that got home safe and evaluate the outcome.





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Game design © Sándor Zubály

Not suitable for children under 3 years of age!

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