

HOW TO PLAY

1. THE OBJECT OF THE GAME IS TO DISCARD ALL OF YOUR CARDS BY FOLLOWING THE COLOR SUIT BEING PLAYED. IF YOU DON'T HAVE THE SUIT BEING PLAYED, THEN YOU MUST PICK FROM THE DECK.
2. NUMBER OF PLAYERS CAN RANGE FROM 2 TO 6.
3. EACH PLAYER IS DEALT SEVEN CARDS BEGINNING CLOCKWISE. ONCE CARDS ARE DEALT, THE TOP CARD FROM REMAINING PILE IS FLIPPED TO START THE GAME. **NOTE:** WHATEVER CARD IS FLIPPED MUST BE PLAYED BY THE FIRST PLAYER. I.E., +5, +10, ETC. AS STATED IN THE RULES.
4. ONCE A CARD IS PICKED FROM THE DECK, YOU CAN CHOOSE TO KEEP THE CARD OR DISCARD IMMEDIATELY IF IT IS THE SAME

COLOR OF THE SUIT BEING PLAYED.

5. YOU CAN CHANGE THE SUIT THAT IS CURRENTLY BEING PLAYED TWO WAYS:
 - a. IF YOU HAVE THE SAME NUMBER CARD BUT A DIFFERENT COLOR,
 - b. OR IF YOU HAVE A MULTI-COLORED (G) CARD.
6. THE FIRST PLAYER TO DISCARD ALL THEIR CARDS WINS THE ROUND.

GRIMY PLAY OPTIONS

- **SINGLE ROUND GAME PLAY (2-6 PLAYERS RECOMMENDED):** FIRST PLAYER TO DISCARD ALL THEIR CARDS WINS THE GAME.
- **TOURNAMENT ROUND**

GAME PLAY (2-3 PLAYERS

RECOMMENDED): THE PERSON WHO WINS THE MOST ROUNDS OUT OF SEVEN, WINS THE GAME.

- **EXTENDED GAME PLAY (2-6 PLAYERS RECOMMENDED):** THE FIRST PLAYER TO REACH 150 PTS **OR** THE PLAYER WITH THE HIGHEST SCORE AFTER SEVEN ROUNDS WINS THE GAME. ***SEE "RULES" AND "KEEPING SCORE"**

RULES

1. WHEN A PLAYER HAS ONE REMAINING CARD THEY MUST KNOCK ONCE ON THE PLAYING SURFACE AND SAY THE WORD "GRIMY" TO LET OTHER PLAYERS KNOW.
2. THE FIRST PLAYER THAT DISCARDS ALL OF THEIR CARDS GET +50 POINTS FOR THAT ROUND. THIS

ONLY APPLIES WHEN PLAYING THE **EXTENDED GAME PLAY.**

3. PLAYERS RECEIVE ONE DUMMY CARD (A CARD TAKEN FROM THE DECK) WHEN A MISTAKE IS MADE.
 - I.E. IF A PLAYER PLAYS OUT OF TURN, FORGETS TO KNOCK AND ANNOUNCE THE WORD **GRIMY**, PLAYING THE WRONG CARD, ETC. WILL RESULT IN A DUMMY CARD.
4. IF A PLAYER HAS TO PULL FROM THE DECK TO A DRAW +2, +5 OR +10 GRIMY CARD BEING PLAYED, THE PLAYER CANNOT PICK FROM THE DECK AND MUST WAIT UNTIL THEIR TURN COMES AGAIN.
 - **EXCEPTION:** IF A DRAW +2 IS PLAYED AND THE NEXT PLAYER ALSO HAS A DRAW +2, THEY CAN USE THEIR DRAW +2 TO AVOID PICKING UP ADDITIONAL CARDS. THE NEXT PLAYER WOULD THEN HAVE TO DRAW FOUR CARDS, AND SO ON (REMEMBER IF A

PLAYER HAS TO DRAW FROM THE DECK, THEY FORFEIT THEIR TURN).

5. THE DRAW +5 AND +10 GRIMY CARDS CAN ONLY BE PLAYED WITH THE BLACK SUIT. IF A DRAW +5 IS PLAYED AND THE NEXT PLAYER ALSO HAS THE DRAW +10 (OR VICE VERSA), THEY CAN USE THEIR DRAW +10 TO AVOID PICKING UP ADDITIONAL CARDS. THE NEXT PLAYER WOULD THEN HAVE TO DRAW 15 CARDS.

KEEPING SCORE

THE REMAINING CARDS AFTER COMPLETING A ROUND WHEN PLAYING THE **EXTENDED GAME PLAY** MUST BE TOTALED AND ADDED TO THE SCORE TALLY.

NOTE: ALL POINTS ARE COUNTED IN A NEGATIVE.

- CARDS 1-5 = -5PTS
- CARDS 6-10 = -10 PTS
- MULTI-COLORED (G) = -15 PTS
- SKIP= -15 PTS
- REVERSE= - 15 PTS
- DRAW +5 = - 20 PTS
- DRAW +10= - 25 PTS

EXAMPLE

- PAUL WON A ROUND BY DISCARDING ALL HIS CARDS FIRST, HE WINS +50 PTS.
- JILL HAS ONE SKIP CARD, ONE #5 CARD, AND ONE REVERSE CARD WHICH WOULD TOTAL -35 PTS FOR THAT HAND.
- IN ORDER FOR JILL TO GET BACK TO A POSITIVE STATUS, SHE FIRST MUST WIN A HAND OR TWO.

JILL'S CURRENT SCORE = -35 PTS
EACH WINNING ROUND IS = +50
IF SHE WINS THE NEXT ROUND, SHE WILL HAVE +15 PTS AND SO ON.

CARD DEFINITIONS

REVERSE CARDS = FLOW OF HANDS MOVES COUNTERCLOCKWISE OF THE PLAYER THAT DISCARDS IT UNLESS ANOTHER REVERSE CARD IS PLAYED (MUST FOLLOW CURRENT COLOR SUIT).

MULTI-COLORED (G) CARDS = CHANGES THE COLOR SUIT AND CAN BE PLAYED AT ANY TIME.

SKIP CARDS = SKIPS TO THE NEXT PLAYER (MUST FOLLOW CURRENT COLOR SUIT).

DRAW +5 AND +10 GRIMY CARDS = PLAYER HAS TO DRAW STATED NUMBER OF CARDS FROM THE DECK.

