

CLACK! Family



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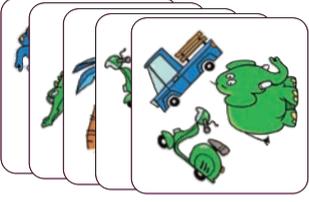
A game by Haim Shafir with art by Yaniv Shimoni

Players: 2-4

Ages: 7 and up

Playing Time: about 10 minutes

Components



51 playing cards



2 dice



1 "No Match!" disc

The Idea of the Game

Grab the right cards as quickly as you can! The dice tell you which combination you're looking for. Can't find the combination? Then try to be the first to grab the "No Match!" disc! The player with the most cards at the end of the game wins.

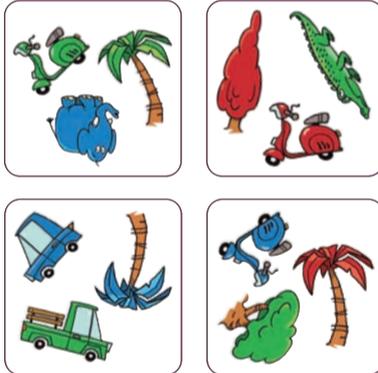
The Dice

There are two dice in the game: A number die and a symbol die. The number die shows each of these numbers on two of its faces: 1, 2, and 3. The symbol die shows the colors red, green, and blue as well as the symbols for animal, tree, and vehicle.



The Cards

Each card shows three different objects. Each object is either an animal, a tree, or a vehicle and is either red, green, or blue.



Setting Up the Game

Place the "No Match!" disc in the middle of the table within easy reach of all players. Shuffle all the cards and lay out seven of them face-up in a circle around the "No Match!" disc. The remaining cards become a face-down deck.

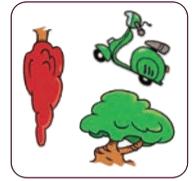
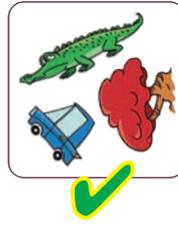
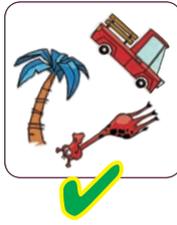


Playing the Game

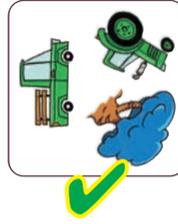
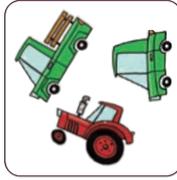
All players play at the same time. The oldest player rolls both dice, then you all try to grab **all** of the cards showing the right number of the matching objects from the middle of the table.



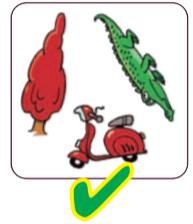
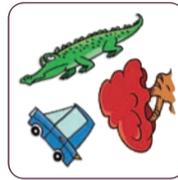
All cards with exactly **one tree**.



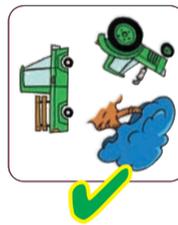
All cards with exactly **two vehicles**.



All cards with exactly **two red objects**.



All cards with **no animals**.



Put all the cards you grabbed in a face-down pile in front of you. Refill the circle to seven cards using cards from the deck and pass the dice to the left. When the deck runs out, continue playing with fewer cards on the table.

Grabbed the wrong card?

In all this hustle and bustle, you may find that you've grabbed the wrong card by mistake. In this case, you must return the wrong card to the circle.

No matching cards in the circle?

If there aren't any cards showing the required combination, try to grab the "No Match!" disc as fast as you can. If you're the first to grab it—and you were right to do so—you get all the cards from the circle.

But watch out! If you grab the "No Match!" disc when there actually is at least one card showing the matching combination, you have to give one of the cards you've already won to **each** of the other players. If you don't have enough cards for all the other players, you must sit out a turn instead.

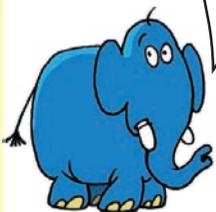
The End of the Game

The game ends when all cards have been won by the players. The player with the most cards wins the game. If there is a tie, you have more than one winner.

Clack! Family with younger Kids

If you want to play **Clack! Family** with younger kids, you can change the rules slightly so that everyone does not play at the same time, but take turns instead. On your turn, roll the dice and collect cards by yourself. Then it's the next player's turn.

Hello, families!
Do you know these other games?



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:

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