



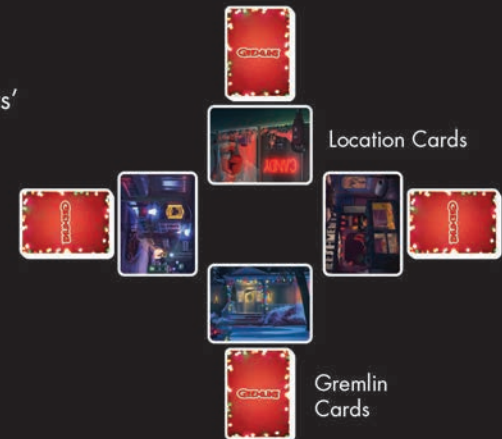
## OBJECT

Race your opponents to slap and collect matching Gremlins. If you can collect the most Gremlins, you win! With Gizmo's help, can you save Kingston Falls from the green menace this holiday season?

## SETUP

- 1 Each player chooses a Location card and places it in the middle of the table within reach of all players.
- 2 Shuffle together all 60 Gremlin cards and divide them evenly among the players. These are the players' Gremlin decks.
- 3 Each player places their Gremlin deck face-down in front of them.

### 4-PLAYER SETUP EXAMPLE

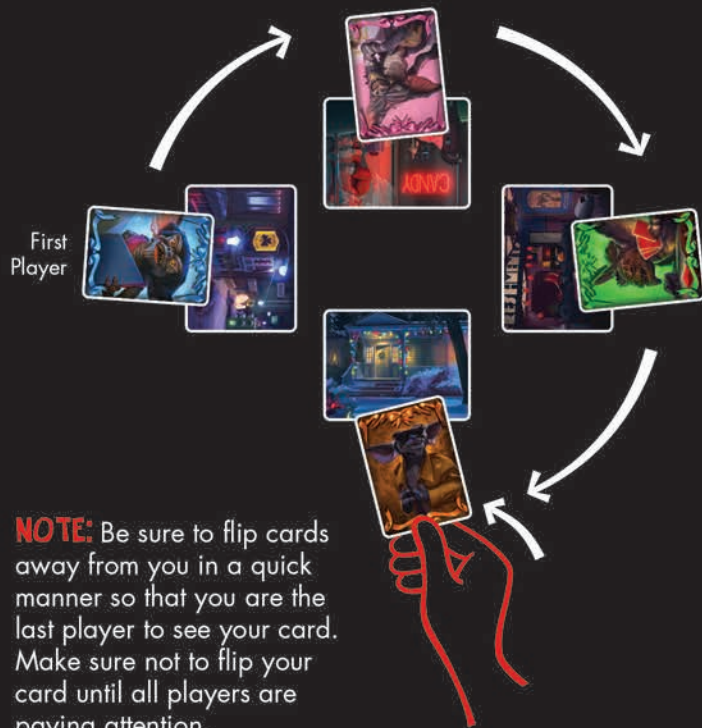


**IMPORTANT:**  
Do not look at the cards in your deck.

**The youngest player goes first.**

## HOW TO PLAY

Starting with the first player and proceeding clockwise, each player flips one card from the top of their Gremlin deck face-up onto their Location card.



**NOTE:** Be sure to flip cards away from you in a quick manner so that you are the last player to see your card. Make sure not to flip your card until all players are paying attention.

## MATCHING GREMLINS

1 After a card is flipped, if there are two matching Gremlins on the top of two different Locations, the first two players to slap the matching Gremlins take all cards at the Location they slapped.



2 If a Gremlin is flipped and matches the top Gremlin at the same Location, the first player to slap the matching Gremlins takes all cards at that Location.



## SLAPPING CARDS!

The first player to slap a Location adds all the cards at that Location to the bottom of their deck. You can only slap ONE Location at a time, using one hand only. Slapping cards can be fast, so be careful not to hit other players by accident.

## CARD TYPES



### MULTIPLY CARDS (x4)

If you flip a Multiply card, you must immediately flip three cards from the top of your Gremlin deck onto your Location.

While flipping, if any cards can be slapped before all three cards are flipped, stop flipping.

If you flip another Multiply card, you must stop the current Multiply card and flip three new cards.



### GIZMO CARDS (x5)

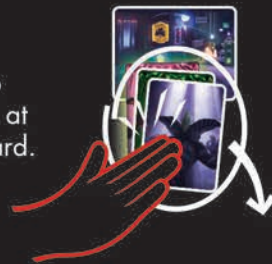
If you flip a Gizmo card, the first players to slap any OTHER Location cards take all the cards at those Locations.

After Locations are slapped, remove the Gizmo card and any cards under the Gizmo card from the game.



### SUNRISE CARD (x1)

When you flip the Sunrise Card, the first player to slap that Location takes all cards at that Location including the Sunrise card.



## WINNING THE GAME

After the Sunrise card has been flipped and slapped for the SECOND time, the game is over.

Each player counts the number of cards in their Gremlin deck. If you have more cards than your opponents, you win the game!

If there is a tie, the tied player with the most Multiply cards in their deck wins. If there is a tie after that, the game is a draw.



Contents: 60 Gremlin Cards, 5 Location Cards, Instructions

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