

Let's Eat Grandma!

Playtest

Thank you for playtesting Let's Eat Grandma!

All graphics are placeholder art, and some graphics are missing.

You may leave feedback at www.paulreney.com. Go to the In Development page and there you will find a link for the feedback form. Any feedback, good or bad, is always appreciated. You may also email me with any questions.

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One evening, Mother is making dinner and asked Little Suzie, "Please let Grandma know that dinner is ready."

Little Suzie, being a very loud and rambunctious little girl, hollers out, "Let's eat Grandma!"

Unfortunately, Little Suzie does not fully understand the importance of proper punctuation. And because our story involves a cartoon family, everyone could see (in her speech bubble) that Little Suzie failed to include a comma in the appropriate place (Let's eat, Grandma!).

The result of which is that everyone mistook what Little Suzie said as a statement that they should, in fact, eat Grandma.

"Well, I am rather tired of Mother's green bean casserole," Father said.

"You're right," said Big Sister, "we should eat Grandma instead!"

So the whole family rushed around the house looking for Grandma, intent on chopping her up and serving her for dinner.

Realizing her mistake, Little Suzie shouted, "No! No! We can't eat Grandma!"

"Yes! Yes! We can!" the whole family cried, "With potatoes! And carrots!"

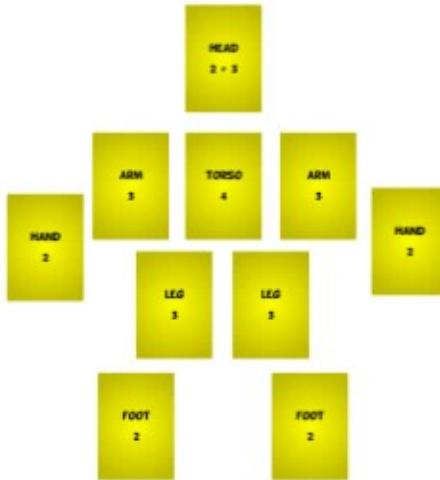
"I must save Grandma!" said Little Suzie. And she ran after her family, determined to stop them from eating poor Grandma.

Let's Eat Grandma is a set-collection game for 3-6 players. Matching a certain number of the same card will allow a player to gain a piece of Grandma and place it on their plate.

When all the pieces of Grandma have been acquired, the player with the most points wins.

Setup

Arrange the Grandma cards (yellow) in the center of the table.



Each player takes a place setting card and places it in front of them.



Shuffle the set cards (green), Little Suzie cards (red), and family cards (purple) together. Place this deck face down within reach of all players.

Choose who will go first. This should be the last person who cooked a meal (microwaves don't count!). Play proceeds clockwise around the table from the first player.

Deal 6 cards to each player.

Play

At the start of your turn, draw one card from the top of the deck or discard pile. You may only draw from the discard pile if the top card is a set card.

Then, take one of the following actions:

1. Play a matching set (or sets) to gain a Grandma piece.

If you have a number of matching cards in your hand that are equal to the number on a Grandma card, then you may play that matching set to gain that Grandma card and place it on your place setting. Discard all set cards played in any order.

You may only gain one Grandma piece on your turn.

Note that Grandma's head requires a 2-card match and a 3-card match to gain the card.

2. Play a run.

If you have one each of 6 different set items in your hand, you may play them as a run. Yell out, "Let's eat Grandma!" and discard your entire hand. All players (except you) then must choose a piece of Grandma on their plate and pass it to the player on their left.

3. Play a Little Suzie or family card.

Discard one Little Suzie or family card, following the instructions on the card.

4. Pass

If you cannot play any cards, or want to hold onto your current cards, you may end your turn without playing any cards.

At the end of your turn, if you have more than 6 cards in your hand, you must discard down to 6 cards.

If at any time the deck becomes empty, shuffle the discard pile to form a new deck.

Winning

Once there are no pieces of Grandma left on the table, the game ends. All players count up the value of their Grandma cards (Grandma's head is worth 5 points). The player with the highest total wins!

ARM

3

ARM

3

FOOT

2

FOOT

2

HAND

2

HAND

2

HEAD

2 + 3

LEG

3

LEG

3

TORSO

4

**DON'T
EAT
GRANDMA!**

REMOVE A
GRANDMA PIECE
FROM ANOTHER
PLAYER'S PLATE
AND PLACE IT BACK
ON THE TABLE.

INSERT
ART OF
LITTLE
SUZIE
CRYING

**DON'T
EAT
GRANDMA!**

REMOVE A
GRANDMA PIECE
FROM ANOTHER
PLAYER'S PLATE
AND PLACE IT BACK
ON THE TABLE.

INSERT
ART OF
LITTLE
SUZIE
CRYING

**GRANDMA
WENT
THATAWAY!**

REVERSE THE TURN
ORDER.

**GRANDMA
WENT
THATAWAY!**

REVERSE THE TURN
ORDER.

**MiNE!
MiNE!
MiNE!**

TAKE A RANDOM
CARD FROM
ANOTHER PLAYER'S
HAND.

INSERT ART OF
LITTLE SUZIE
POINTING
AWAY FROM
GRANDMA
HIDING
BEHIND DOOR

INSERT ART OF
LITTLE SUZIE
POINTING
AWAY FROM
GRANDMA
HIDING
BEHIND DOOR

INSERT ART
OF LITTLE
SUZIE
JUMPING UP
AND
THROWING A
FIT

**MiNE!
MiNE!
MiNE!**

TAKE A RANDOM
CARD FROM
ANOTHER PLAYER'S
HAND.

**PLAY
WITH ME
NOW!**

THE NEXT PLAYER
SKIPS THEIR TURN.

**PLAY
WITH ME
NOW!**

THE NEXT PLAYER
SKIPS THEIR TURN.

INSERT ART
OF LITTLE
SUZIE
JUMPING UP
AND
THROWING A
FIT

INSERT ART
OF LITTLE
SUZIE
LOOKING
ANGELIC

INSERT ART
OF LITTLE
SUZIE
LOOKING
ANGELIC

I'M HUNGRY!

DRAW TWO CARDS.

INSERT
ART OF
BIG
SISTER

I'M HUNGRY!

DRAW TWO CARDS.

INSERT
ART OF
BIG
SISTER

THERE'S GRANDMA!

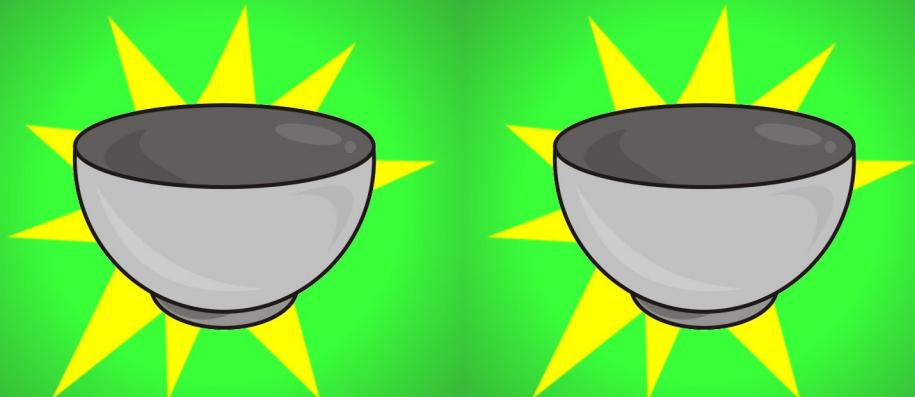
THIS IS A WILD
CARD AND CAN BE
USED IN PLACE OF
ANY OTHER GREEN
SET CARD.

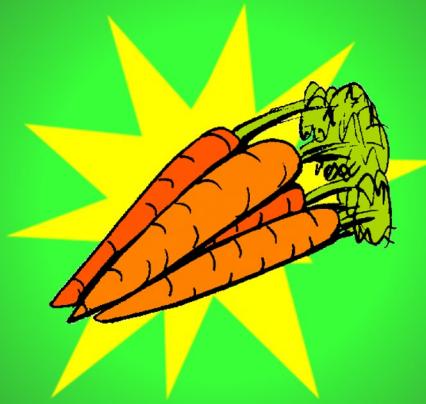
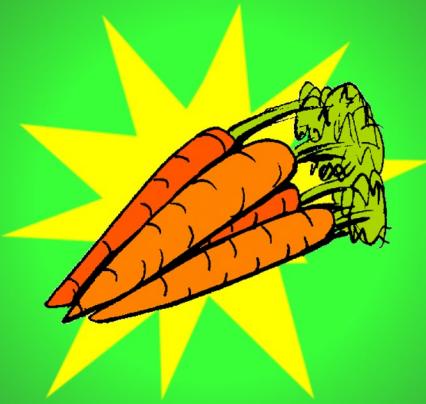
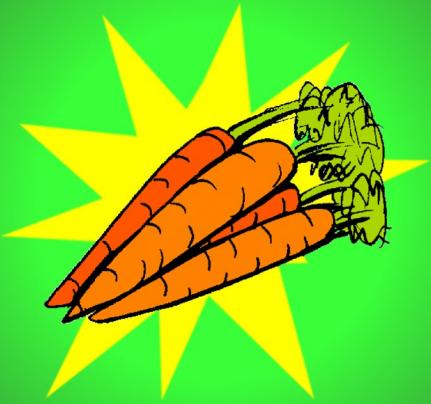
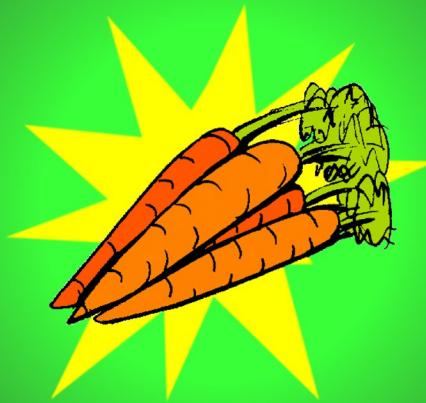
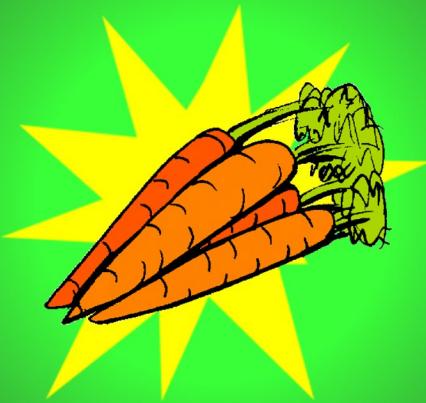
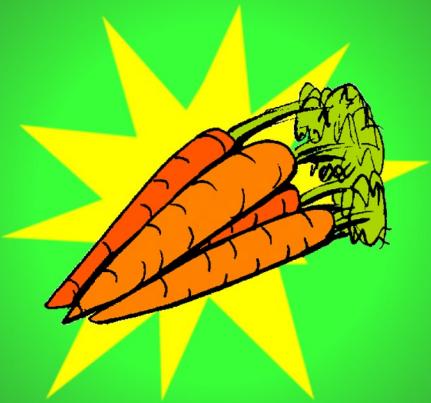
INSERT
ART OF
FATHER
SPOTTING
GRANDMA

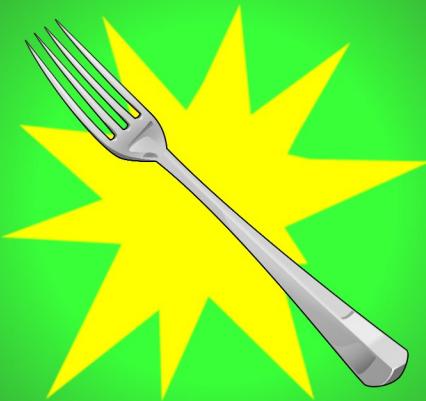
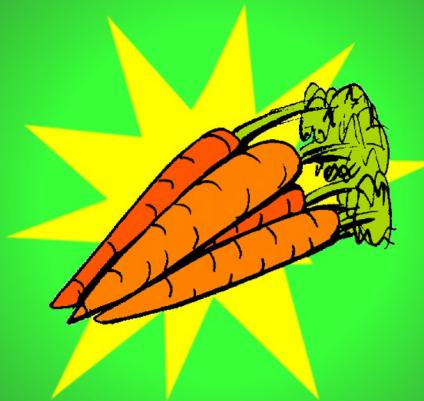
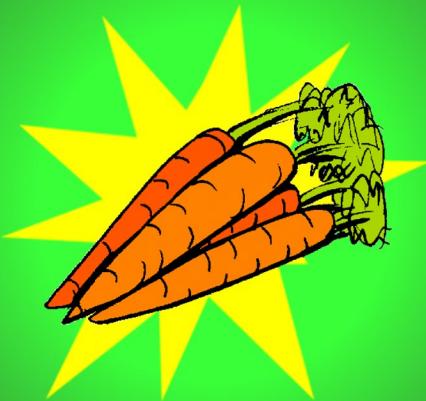
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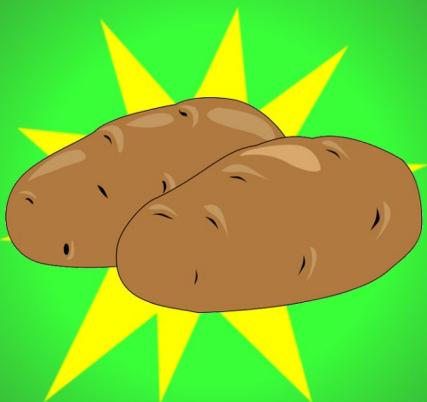
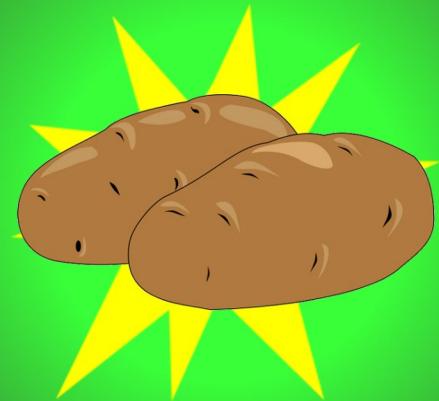
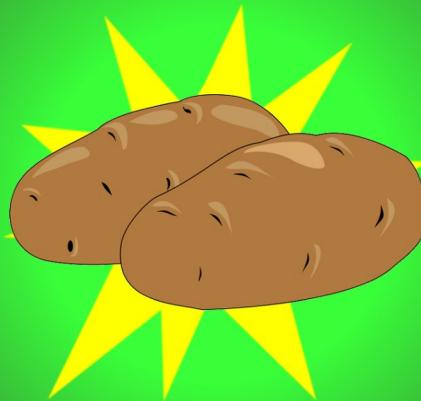
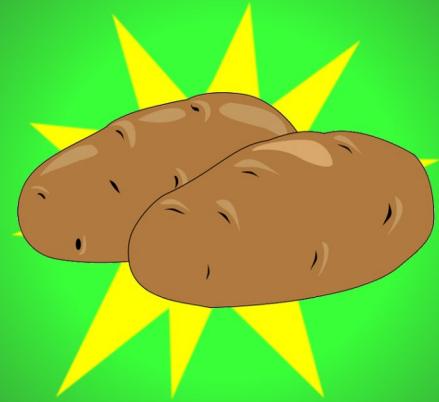
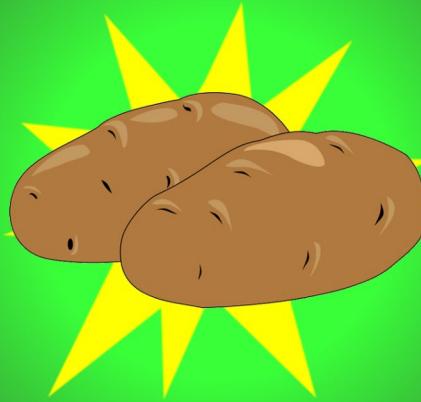














**LET'S
EAT
GRANDMA!**
(PROTOTYPE)



