

GRABELL

Silly, speedy pattern recognition and slams!

2-3 minutes **2-7** players

Overview

Players race to grab a sequence of matching cards, and then stop before the end, to get bonus points!

Watch out! Your pile will be checked at the end and a single mistake will disqualify you!

Setup - Distribute the cards

Shuffle the cards thoroughly. Deal each player 1 card face down (unseen).

Clear a surface and scatter the rest, face up.

This can be done in a wanton manner, with cards at jaunty angles partially (or even entirely) covering each other.

[illustration of setup]

Play - Grab the cards!

On the count of 3, everyone flips their card face up into the palm of 1 hand. *This card will form the start of your stack. It should always remain in your hand.*

As fast as you can, take cards with your free hand, placing them on the palm of the other hand one at a time to form a stack.

Each grabbed card must match either a letter or the border pattern of the **previous** card in your stack. *For this game, numbers are ignored.*

[==example E.g. you could pick up the cards below in the order shown. ==]

[==example E.g. the first 4 cards below are valid, but the others afterwards are all wrong. ==]

Slamming - Stop whenever you want

At any time, you can stop by slamming your stack of cards face down, keeping your hand firmly on top of it, and shouting, "GRABELL!"

Doing this early gets you 10 bonus points.

Everyone can carry on playing, so don't stop too early!

The last person gets as many bonus points as there are cards remaining on the table! *So if there are only 3 cards left, you might see a quick succession of shouts as everyone would prefer to have 10 points rather than 3. Conversely, if there are 12 cards left when everyone stopped, the last player to stop actually benefitted!*

In the event of a tie for last, tied players all get as many bonus points as cards on the table.

If only one player is left, they stop playing.

Whatever they do is futile - their score cannot change.

However, it's never too late to change your life. Whilst some things - like your score in this game - may be a lost cause, you are always in control of so many other things, can do so much, and you rock.

Checking and Scoring

Everyone passes their stack of cards to the player on their left to be checked and then counted. Anyone who made a mistake (2 cards in a row matching neither a letter nor the border) scores **nothing**.

Everyone else scores their number of cards + their bonus points. *Either 10 points or the number of cards on the table.*

E.g. Sarah picked up twelve cards, for a total of 13 in her hand, and stops last. There are 5 cards on the table. Sarah scores 18 (13+5). If Sarah had not stopped last, she would have scored 23 (13+10).

The winner may rejoice and make a funny face if they wish. *I suggest you play again, but only if you all had fun. This is a good policy for life - only do things that you either enjoy, benefit from, or which benefit others.*

GAME EXAMPLE

panel 1 - shuffling deck in hands

panel 2 - shuffling

'shuffle the cards'

panel 3 - dealing cards

panel 4 - spreading on table

'deal 1 each' 'spread the cards'

panel (5+6) - 1, 2, 3, GO! (Karolina, Bez, IABJr 2f person or maybe Micol)

panel 7 - grabbing

8 - grabbing

panel (9/10) - "Grabbell!" "Grabbell!" "Grabbell!
oh, damn..."

11/12 - counting/checking

panel 13: '16 cards, 10 bonus points - you get 26
points!'

panel 14:

- scores: 16+10, 14+10, 15+3 Karolina wins

VARIANT: RAISED HANDS

If you need/want an additional challenge, keep the hand holding your stack of cards above your head at all times! It means you need to move your grabbing hand farther and can't see your previous card as easily. *Remember - you can only take one card at a time! I suggest the previous winner adopts this practise.*

CREDITS/THANKS/HISTORY

I (Bez) loved the idea of a speed matching game and when working on **Wibbell** and **Faybell**, I had this game in my mind. Andrew Dennison created **Alphabetickell** - showing (to me) that **Wibbell** should definitely be part of a system. I immediately added the border patterns just for **Grabbell**, knowing that other games could also use them.

In the first ever playtest, *possibly with Rob Harris and Hamish MacPherson at Playtest UK*, I tried scattering the cards by literally throwing them, but this didn't work as planned. The game was enjoyable but the ending was unsatisfying.

The ultra-simple main mechanism of grabbing cards that match an attribute of your previous card was something that never changed. The difficult part was working out how the game should end. Just letting the game go on until no-one could pick up made for an anti-climactic ending.

I then tried having a set number of points for going out in order but this meant that people would just go out straight away and not play the game.

I was super-excited to have the idea of 'last person gets as many bonus cards as there are cards remaining!' That is what makes the game really shine.

For some time, I tried different points for the 1st, 2nd etc. but that proved to be too hard to remember. I settled on 10 pts for everyone who goes out early, to simplify the arithmetic and the allocation of points. Enjoy the rush!

There were many playtesters - including David Brain, Paul Mansfield, Fabio Lopiano, Ben Neumann, Jennifer Symington, Rob Harper and Andy Yiangou. These rules were proof-read by

Karolina Soltys remains the official Grabbell World Champion as of March 2018.