



# Holy Moly Rules



The memory game with a difference

**Aim of the game:** To collect a full set of cards by remembering where they are on the table

**Players:** 2-6 players

**Playing the game:** Remove one of each number (1 to 6) and spread the remaining 30 cards out randomly face down onto the table in front of the players.

From the removed cards randomly deal 1 card, face down to each player - this is the set they must collect.

Each player rolls the dice and the player with the highest number goes first.

Start by turning over a card on the table so that everyone can see it, before turning it back over again. Then roll the dice. A player can't physically collect their cards until they know the location of all remaining cards in the set, unless the dice shows certain numbers that allow you to do the following:

- 3 - collect one of your cards from the table (if you fail to find one of your cards you miss your next turn)
- 6 - swap sets with another player including what they have collected so far
- 9 - swap the position of any 2 cards on the table
- 12 - collect an opponent's card and put it into their set (if you turn incorrectly you miss your next turn)

Ignore any other numbers.

The next player in a clockwise order takes their turn

**Winning the game:** On your turn, if you know the position of all remaining cards in your set, shout "Holy Moly" and turn them over. If you are correct you win the game. If not, you must turn them all over again and you miss a turn for every card you turned incorrectly (ie. if you turned 2 cards incorrectly, you miss 2 turns).

Please also see videos on [www.plyt.co.uk](http://www.plyt.co.uk) for how to play

