



# Instructions

Ages 6+ • 2-6 Players

## Set Up

- 1 Write each player's initials on the top line of a score sheet.
- 2 Shuffle the cards and place them face down in the center of the play area.
- 3 The oldest player takes the Grinch tile and both Heart tokens.

Get a pencil or pen from your house!



## Card Types



Wreaths



Noise



Ornaments



Presents

## Object

Choose cards to make a hand that will score the most points. The player with the highest total score at the end of the game wins!

# How To Play

The game is played over a series of rounds. For each round, one player is the Grinch and the other players are the *Whos*. All players score the cards they collected in their hand during the round, and then a new round begins with a different player as the Grinch. To play a round:

## 1 Deal Starting Cards

Deal two cards to each player from the deck. You may look at your cards, but keep them hidden from the other players.

## 2 Take Three Turns

Each player takes three turns. First, all the *Whos* take their turn at the same time, and then the Grinch takes their turn. Repeat this two more times.

- **Who Turn:** Each *Who* draws two cards from the deck. Then they each discard one card face up to a personal discard pile.



- **Grinch Turn:** The Grinch draws two cards. The cards can be from the deck or the top of any discard pile (including their own) in any combination. Then they discard one card face up to a personal discard pile. Now check the Grinch tile for how many cards each player should have in their hand. Lastly, the Grinch's heart grows! Place the next larger Heart token on the Grinch tile, and it's the *Whos* turn again. If both Heart tokens are already on the Grinch tile, it's time to end the round and score your cards.



## 3 Score Your Cards

Each player chooses one row on the score sheet and scores the five cards in their hand according to that row. (See **Scoring** on the other side.)

## 4 Pass the Grinch

After all players have scored, the Grinch passes the Grinch tile and Heart tokens to the player on their left, who will be the Grinch for the next round. Begin the next round by shuffling all the cards to form a new deck.

## End of the Game

The game ends after a certain number of rounds according to the number of players, as shown to the right. Add up the scores in each column to get each player's total. The player with the highest total wins! In the case of a tie, the tied players share the win!

Players	Rounds
2	6
3	6
4	4
5	5
6	6

**Note:** All players will play the Grinch an equal number of times. For example, in a 3 player game, each player is the Grinch twice.

# Scoring

Each player chooses one row on the score sheet and scores the five cards in their hand according to that row. Players may choose to score the same or a different row as any other player.

- **Wreaths:** Total of your green Wreath cards.
- **Noise:** Total of your yellow Noise cards.
- **Ornaments:** Total of your pink Ornament cards.
- **Presents:** Total of your blue Present cards.
- **Rainbow:** Total of your highest card of each color.
- **Match:** Score 10 points if you have three cards of the same number, 20 points if you have four, or 30 points if you have five.
- **Run:** Score 15 points if you have four cards in order (ex. 2, 3, 4, and 5) or 25 points if you have five.

Some cards may also score bonus points. You may score a bonus even if it is not on a card that counts for the row you are scoring and even if the bonus points are the only points you score.

You may score multiple bonuses in one round.

(See **Bonus Examples** to the right.)

After adding up your points, write your score on the score sheet. But be careful—each player can score each row only once! As you play, there will be fewer ways you can score.

# Bonus Examples



**Bonus +5** cards score 5 points if you have one or more cards of the suit shown. For example, *Cindy-Lou Who* scores 5 bonus points if you also have at least one blue Present card in your hand.



**Bonus +10** cards score 10 points if you have three or more cards of the suit shown. For example, *Sing! Sing! Sing! Sing!* scores 10 bonus points if you also have at least three green Wreath cards in your hand.



Out of score sheets? Download them at:  
[Funkogames.com/PlayGrowYourHeartGame](https://funkogames.com/PlayGrowYourHeartGame)

Contents: 48 Cards, Score Pad, Grinch Tile, 2 Heart Tokens, Instructions

**Funko**  
GAMES  
funkogames.com

TM & © 2021 Dr. Seuss Enterprises, L.P. All rights reserved.

© 2021 Funko, LLC. All trademarks and registered trademarks are the property of Funko, LLC or are the property of their respective owners. All rights reserved.



W0e01