

Family Tree Card Game Instructions

Setup

Each player is dealt 5 cards for a two player game, 4 cards for three players and 3 cards for four players. A card is placed face up to mark a discard pile. The player to the dealers left goes first. For each player's first turn, After they draw a card, they must place a card from their hand face up on the table in front of them. This is the seed of their tree.

General Rules

On a players turn they can draw a card from the deck or the top of the discard pile then they must play a card by adding it to their tree or discard.

Players must maintain the number of cards in their hand so that it is the same number of cards as they were originally dealt.



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To play a card it must connect to an existing card. The names at the top are parents. The name on the side is the spouse. The bottom box has the names of their children and their children's spouses. It is best to stack

spouses for space and scoring identification purposes.

To play a steal card you select a card from another person's tree and move it to your own tree. The card must be able to connect to an existing card in your tree. Any orphaned branches that this causes still remain in play. Alternatively, the player can pick a card from their hand and play it as a new seed in their playing field. If a new seed is played then the player gets to draw 2 cards on their next turn. Once played, the steal card is removed from the game and not placed in the discard pile. A player may choose to discard a steal card instead of using it.

Once the draw pile has been depleted, stealing cards can not be played and each player continues to take turns adding to their tree until a player can not play anymore cards from their hands.

Victory Condition

Once the draw deck is depleted play continues until a player can not play a card from their hand. Then everyone scores their tree and the player with the highest score wins. Scoring is 1 point per card with an extra point if you have both a husband and wife set.