



GAMEWRIGHT®



# LILLY'S 3 FOR ALL™

Three Really, Really, Really, Really Fun Card Games  
For 2-3 Players Ages 4 to 8



Based on Kevin Henkes's Best-Selling Books

*Lilly's Purple Plastic Purse, Julius, The Baby of The World, and Chester's Way.*

## Rules of Play

### Contents

35 cards

Each of the three games in **Lilly's 3 For All** uses the same deck of cards. Each card has a color border — we call it a suit — and two different pictures on it, but no two cards are alike. There are ten different pictures in all:



Cookies



Purple Plastic Purse



Drum



Movie Star Sunglasses



Red Boots



Lilly Skipping



Julius, Lilly's Brother



Lilly Singing



Victor, Lilly's Friend



Mr Slinger, Lilly's Teacher

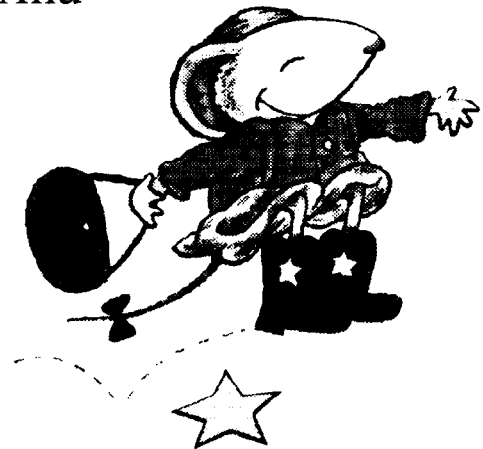
## A Word from Gamewright



Three different game plays make **Lilly's 3 For All** pretty special for lots of different people – little kids, big kids, or families. Each game requires a few more skills and a bit more strategy, so you can start with one game and grow into another. Younger children will learn to sort, match, count, and visually discriminate. Older kids will learn to categorize by more than one characteristic at a time. Even adults will find some challenges in these games. After all, you have to pay attention, pick carefully, and be patient. And that's not easy for kids or grown-ups!

– Ann Stambler and Dr. Monty Stambler

The Stamblers live and practice in Boston, where they are experts in child development.



# ☆ Game 1. Picture This Please

## Object

The player who matches the most cards wins.

## Set-up

The dealer shuffles and deals two cards to each player.

Players look at the cards in their hands.

The dealer takes the next six cards from the deck and places them, face up and all facing the same direction, in the center of the table. (You can make two rows of three cards or one row of six cards, whatever works best for you.) He stacks the remaining cards face down as the draw pile.

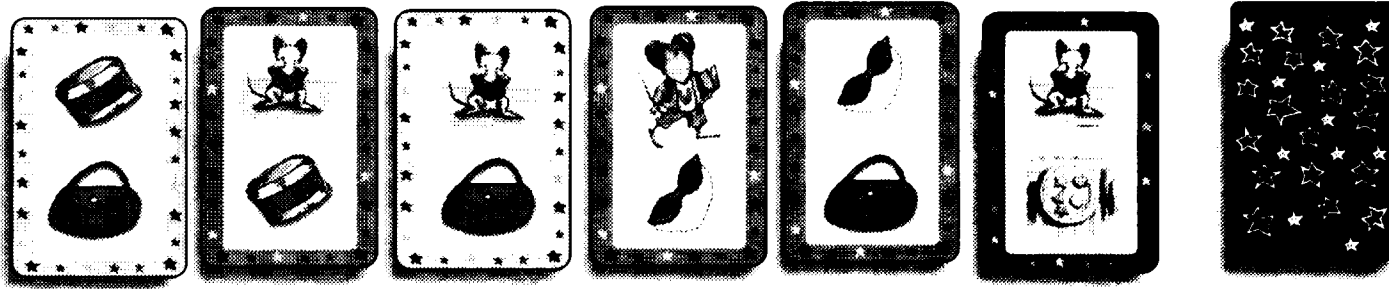
## Game Play

The youngest player goes first.

Always start your turn with two cards. At the beginning of your turn, draw one card from the top of the draw pile (you won't need to do this on your first turn).

On your turn, try to match one picture (just one, not both) from a card in your hand with the same picture on as many cards as possible from the center. You can only play one card from your hand on each turn, so even if both of your cards have the same picture, you can only use one of them. As you match the cards, show and say the picture that you're matching – "Baby Julius," for example.

Say one of your cards shows a picture of a drum. Look over all the cards in the center to see if there are any other cards with a drum. Each card that has a drum matches the card in your hand. If there are two cards in the center with a drum on them (as shown below), you get to take both cards as a match.



Since the object is to match as many cards as you can, look over all the cards carefully before deciding which picture to match. In the example above, you could get two drums, but if you had a purple plastic purse or a Baby Julius on a card in your hand, you could match three cards instead. That's the play you'd want to make.

After you make a match, place all the matching cards (including the one from your hand) in a pile face down next to you. Replace the cards you took from the center with cards from the draw pile. There should always be six cards in the center. Now the next player takes a turn.

## Ending the Game

Keep playing, moving around the circle to the left, until no cards are left in the draw pile and no player can make any more matches. Toward the end of the game, there may not be enough cards left for everyone to have two cards in his hand or six cards in the center. When that happens, try to make matches from the cards that are left.

## Scoring

Count the cards in your pile. The player with the most cards wins.

continued on back



## Game 2. Mr. Slinger's Dress-up Suit



### Object

The player with the most points wins. Earn points by collecting the most cards in each color suit.

### Set-up

See the "Set-Up" in Game 1: **Picture This Please**.

### Game Play

The youngest player goes first.

Always start your turn with two cards. At the beginning of your turn, draw one card from the top of the draw pile (you won't need to do this on your first turn).

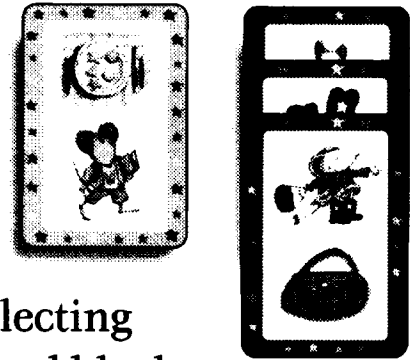
The game play for **Mr. Slinger's Dress-up Suit** is similar to **Picture This Please**, but there's a lot more strategy.

On your turn, besides trying to match one picture from a card in your hand to the same picture on one or more cards in the center, try to get as many cards in the same color suit as you can. Call out the match you're making. And remember — you can only match one set of pictures on each turn.

*Note that there are five color suits in the deck: purple, yellow, green, pink, and blue. In each suit there are seven cards.*

Say a pink card in your hand shows a picture of Lilly's purple plastic purse. There are three cards in the center with the same picture — two have a pink border, the other has a yellow one. Each card that has the purple plastic purse matches the card in your hand, so you get to take all three.

When you make a match, separate your cards by color suit. Don't stack them. Lay your cards out so everyone can keep track of how many cards you've won.



If you've already collected a few purple cards, try to make a match that gives you even more purples. If another player is collecting greens, try to match the other green cards and block her from winning more.

When your turn is over, replace the cards you took from the center with the same number of cards from the draw pile. That way, there will always be six cards in the center.

## Ending the Game

Keep playing, moving around the circle to the left, until no cards are left in the draw pile and no player can make any more matches.

## Scoring

Go around the circle and compare how many cards each player has in each color suit. First do the pinks, then the yellows, and so on.

Whoever has the most cards in the suit gets two points — other players don't get any points. If there's a tie for the most cards in a suit (if two players each have three pink cards, for example), the tying players each get one point. You can keep score with a pencil and paper, or use one card to equal each point you earn.

Add up your points. The player with the most points wins.

# ★ ★ ★ Game 3. The Mouse Connection

## Object

The first player to get rid of all his cards wins.

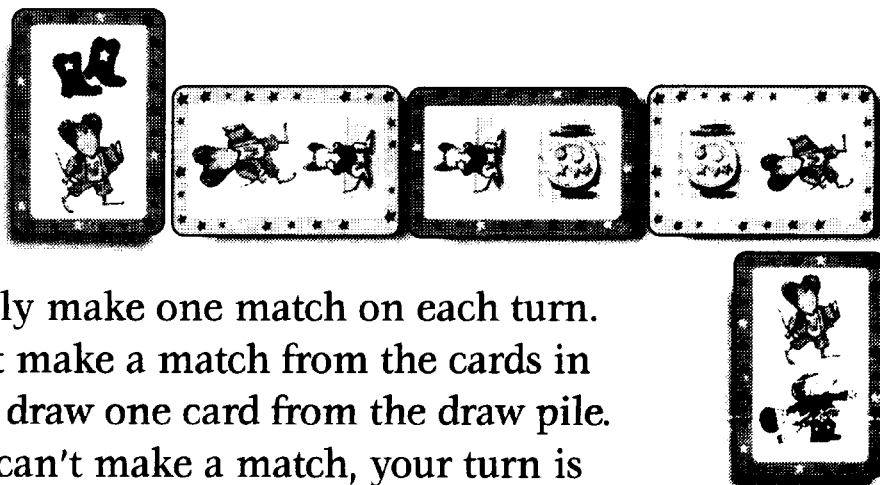
## Set-up

The dealer shuffles and deals five cards to each player. Then he places one card face up in the center and stacks the remaining cards face down as the draw pile. Players look at the cards in their hands. (You might want to play this game on the floor since it takes up a lot of room.)

## Game Play

The youngest player goes first.

On your turn, try to match one picture on a card in your hand to the same picture on one of the face-up cards in the center. You can only match pictures on either end of the connecting cards. The picture must be the last card in the sequence, and no other cards can be matched with that picture. Place your card next to the one it matches, with the two matching pictures end to end – just like in dominoes.



You can only make one match on each turn. If you can't make a match from the cards in your hand, draw one card from the draw pile. If you still can't make a match, your turn is over. Now it's the next player's turn.

## Ending the Game

Keep playing, moving around the circle to the left, until all the cards have been drawn from the draw pile and no more matches can be made.

## Scoring

The first player to run out of cards wins the game. If no more matches can be made, but players still have cards left in their hands, the player with the fewest cards wins.

*Note: In all our rules, we use either "he" or "she" to include everyone!*

Game by Ann and Monty Stambler



Illustrations by Kevin Henkes

*Lilly's Purple Plastic Purse* ©1996 Kevin Henkes,

*Julius, The Baby of The World* ©1990 Kevin Henkes

*Chester's Way* ©1988 Kevin Henkes



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