

FAMONDO

Rules Manual v1.0 — March 20, 2026 · famondo.com

1 Game Overview

FAMONDO is a strategy card game where each player builds a family by collecting **Parents**, **Children** and **Animals**. **Special** cards, which add rhythm and unexpected twists to the game.

Objective

- ✓ Build a family of 5 cards representing the 5 continents.
- ✓ The family must include at least 1 Parent, 1 Child, and 1 Animal.
- ✓ The first to complete their family shouts « FAMONDO! » and wins the round (1 point).

Parameter	Value
Players	2 to 6 players
Age	From age 6 (simplified version) · 8+ (full version)
Duration	5 to 10 minutes per round

2 Game Components

65

Total
cards

15

Parents
3 / continent

20

Children
4 / continent

15

Animals
3 / continent

+ 15 Special cards (Adoption ×2, Broom ×3, Overslept ×4, Umbrella ×6).

Continent Identification

No.	Continent	Example animals
1	Europe	Wolf, brown bear, wild boar
2	Asia	Panda, tiger, orangutan
3	Oceania	Kangaroo, koala, green turtle
4	Africa	Lion, elephant, rhinoceros
5	Americas	Bison, llama, parrot

The continent number appears in the top-left corner of the card. The badges in the top-right indicate the type: 👤 Parent · 👶 Child · 🐾 Animal.

Special Cards (15 cards)

Kept in hand until used. A player may play only one Special card per turn. Any card still in hand at the end of the round is lost.



Adoption ×2 Attack

Steal any card in play in front of an opponent and place it in front of yourself.



Broom ×3 Attack

The targeted player chooses one of their cards in play and discards it.



Overslept ×4 Attack

Forces an opponent to skip their next turn (no draw, no Special card).



Umbrella ×6 Defense

Cancels an attack (Broom, Overslept, or Adoption). Can be played outside your own turn.

3 Setup

- 1 Agree on the number of rounds to play.
- 2 Shuffle the cards and form a face-down draw pile in the center of the table.
- 3 Deal 3 cards to each player.
- 4 Each player lays their Continent cards face up in front of them (in numerical order, 1 to 5) and keeps their Special cards in hand, face down.

- 5 The youngest player goes first.

4 Gameplay

Play proceeds **clockwise**. Each turn, you take **one required main action** and **one optional action**.

Main Action (required)

Option A

Draw the top card from the **shared draw pile**.

Option B

Take the top card from the **discard pile** — only if it's a **Continent card**.

Rules for Playing Cards

- ✓ You may play only one Continent card per turn.
- ✓ You may have a maximum of 5 cards in play in front of you.
- ✓ You can replace a card already in play to optimize your family.
- ✓ You may keep a maximum of 3 cards in hand.



Optional Action

After the main action, you may play **one Special card** from your hand. Once used, it is discarded.

5 End of Game

End of a Round



FAMONDO!

As soon as a player has **5 cards from 5 different continents** — with at least **1 Parent, 1 Child, and 1 Animal** — they shout « **FAMONDO!** ».

The turn continues normally until it reaches the player who started the round. If that player loses a card (from a Broom or Adoption attack) before the table's turn is complete, the announcement is cancelled and the game continues.

Special Cases

- 👉 Tie: if several players complete their family during the same final turn, each scores 1 point.
- 🔄 Empty draw pile: shuffle the discard pile to form a new draw pile.

Final Victory

The winner is whoever has won **the most rounds**. In case of a tie, a deciding round may be played.

6 Simplified Version

Introductory · Ages 6+

To gently introduce younger players to the game:

TO REMOVE

- ✗ All Special cards.
- ✗ The "1 Parent, 1 Child, 1 Animal" requirement.

NEW OBJECTIVE

- ✓ Be the first to lay down 5 cards from 5 different continents.
- ✓ No cards kept in hand: everything drawn is played or discarded.

7 Frequently Asked Questions

Q: What happens if I have 5 continents but I'm missing an Animal?

A: The round continues for you. Your family must include at least 1 Parent, 1 Child, and 1 Animal among your 5 cards from different continents in order to shout « FAMONDO! ».

Q: Can I have two Parents in my final family?

A: Yes. The only requirement is having all 5 continents and meeting the minimum quota (1 Parent, 1 Child, 1 Animal). The remaining two cards can be of any type.

Q: Can I play an Adoption card if I already have 5 cards in play?

A: Yes, but you must immediately discard one of your cards in play (or the one you just stole) to stay at 5.

Q: Does the Umbrella card count as my Special action for the turn?

A: No. The Umbrella is a defense card played in reaction to an attack, even if it's not your turn. This doesn't stop you from also playing an offensive Special card (e.g., Broom) during your own turn.

Q: Can I draw a Special card from the discard pile?

A: No. You may only take the top card of the discard pile if it's a Continent card. Discarded Special cards are lost for good for the current round.

Q: What happens if I forget to play a Continent card during my turn?

A: Playing a card is an option tied to your main action. If you pass your turn without playing one, you'll have to wait until your next turn.

Q: Does Overslept also cancel defense?

A: A player affected by Overslept cannot play a Special card during their turn. They can, however, still play an Umbrella to defend themselves if someone attacks them during another player's turn.