

Go Wacky!

RULES

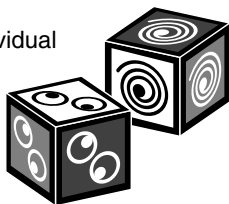
For 2 to 6 Players • Ages 8 & Up

Contents: 88 Cards, 6 Dice, Sticker Sheet

Object: Collect the most cards and have a wacky time!

Set Up

- Put the stickers on the dice. Each individual die should have six stickers of various colors that show the same symbol.
- Everybody take one die. Put any extras to the side, out of play. Notice the symbol on your die and remember it.
- Shuffle and deal 4 cards, face down to each player. Players should hold their cards so nobody else can see them.
- Place the rest of the deck in the center to form the Draw Pile. Turn up the top card and place it next to the Draw Pile to form the Play Pile.



Play

- The player left of the dealer goes first, and play passes to the left.
- **On your turn, you must play a card from your hand that matches the COLOR of the top card on the Play Pile.** There are a couple ways to make a match:

Exact match: you may, for example, play a red card on another red card

Split match: if the top Play Pile card is, for example, split green/blue, you may play a green card, a blue card, a split green/blue card, or another split color card that contains either green or blue

Word cards: you may play a card that has words on it at any time, as long as it color-matches the top card in the Play Pile (as explained in the Exact match and Split match rules)

- Once you play a card, draw a card from the Draw Pile to replenish your hand back to 4, and then it becomes the next player's turn.
- If you don't have a playable card, say "pass" and it becomes the next player's turn.
- In the unlikely event that every player passes in succession, when the turn comes back to the first player who couldn't go, turn the top card from the Draw Pile face up onto the Play Pile and continue playing as before.

Here's the Wacky Part:

Everybody Go Wacky! – When somebody plays an *Everybody Go Wacky* card, EVERYBODY quickly rolls their own die over and over, trying to match the color of the *Everybody Go Wacky* card that was played. If you're the first player to roll the matching color, shout out the name of the color, take the *Everybody Go Wacky* card and place it face down near you, starting your scoring pile. The next turn goes to the player to your left (even though it may be out of turn), who must play a card that color-matches the card currently on the top of the Play Pile.

Go Wacky! – When you play a *Go Wacky* card, you (and only you) should quickly roll your die over and over, trying to match the color of the *Go Wacky* card that you played. At the same time, the player to your left should say aloud, "One Go Wacky." Then the player to his or her left should say, "Two Go Wacky." Clockwise around the table, players in succession count this way, as fast as they can, up to "Twenty Go Wacky." You don't participate in the counting, but continue to roll your die as fast as you can to try and match the color of the card. If you match it, take the card and add it to your Scoring Pile, turn over the top card from the Draw Pile onto the Play Pile, and continue rolling to try and match that card. If you match it, take it and turn up another card from the Draw Pile, and

so on, until your opponents reach “Twenty Go Wacky.” The next turn goes to the player to your left, who must play a card that color-matches the card currently on the top of the Play Pile.

Round 'n Round – When you play a *Round 'n Round* card, draw a number of cards from the Draw Pile equal to the number of players in the game, and lay them on the table face up in a row. You roll your die once to see if you can match any of the cards in the row. If you match, take one (and only one) matching card and add it to your Scoring Pile. Then the player to your left rolls to try and match. If you don't roll a match, your turn ends, the player to your left rolls, and so on, round and round the table, until the entire row of cards has been collected. The next turn goes to the player to the left of the winner of the last card (even though it may be out of turn), who must play a card that color-matches the card currently on top of the Play Pile.

Bull's-eye – When you play a *Bull's-eye* card, place it face up in the center of the table, and move the Draw Pile and Play Pile temporarily to the side. You count aloud, “One, two, three.” On the count of three, everybody roll your die across the table toward the bull's-eye from about a foot away, aiming to get your die to land as close to the center of the bull's-eye as possible. If your die lands on the card closest to the center of the bull's-eye, you get to take it and add it to your Scoring Pile. If nobody's die lands touching the card, or if more than one die land at an equal distance from the bull's-eye, all players roll again on the count of three. Continue playing this way until somebody wins the card. The next turn goes to the player to the left of the winner of the card (even though it may be out of turn), who must play a card that color-matches the card currently on the top of the Play Pile.

Winning

As soon as the last card is taken from the Draw Pile, the game is over. Everybody count the number of cards in your Scoring Pile. If you have the most cards, you win!

