

REPEAT Pete!

Can You **DO** what Pete Does Without Missing a Beat?

RULES

Contents

267 Action Cards, 21 Special Cards, Game Board, 1 Die, 8 Pawns.

Object

Perform various actions in sequence without messing up.

Set-Up

Combine the two decks of cards and place them facedown in the middle of the Game Board for everyone to draw from.

Who's Pete?

The player who performed the last action is always Pete, and the next player must repeat what Pete did plus add a new action. If someone named Pete is playing, that person starts. If no one is named Pete, pick a player to be the first Pete, and play passes to the left.

Play

- The first Pete draws a card and performs the action on the card.
- Now the player to the left (the next Pete) draws and looks at a card, repeats the first action, and then does whatever action is on his or her card.
- The round continues with players always doing things in this order:
 - Draw and look at a card.
 - Repeat the actions of the previous players in order.
 - Perform the action on his or her newly drawn card.
- The time allowed to perform the actions should be a reasonable amount determined by the group.

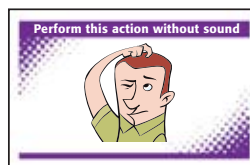
- The round ends when one player messes up.
- The next round is started by the person to the left of the first player.

Scoring

- At the end of the round, players (including the player who messed up) move forward one space on the Game Board for each Action Card they have in front of them. (Reverse, do 2 actions, and skip cards do not count.) **The player who messed up does not count the card that he or she just picked.**
- In addition, the player who messed up rolls the Die to determine how many spaces he or she will move **backward** on the Game Board. **Players cannot move backward past the Start space.**

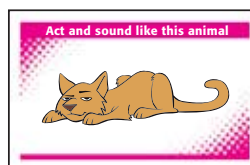
Rules for Action Cards

- Players cannot make sounds or say words while performing their actions unless the card says to do so. There are five types of Action Cards:



Action Picture:

Perform the action without making any sounds.



Animal Picture:

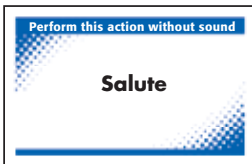
Act and sound like the animal.



Action and Sound:

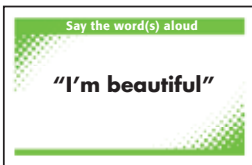
Perform the action with sound.

(Continued on back)



Action Description:

Perform the action without making any sounds.



Say Something: Say the word(s) on the card.

- A player should perform the action on the card once and only once, so it's important to pay attention.
- After the action is performed for the first time, the card is placed facedown and cannot be looked at again.

Rules for Special Cards

Whenever you draw a Special Card, show it to other players. There are three types of Special Cards:

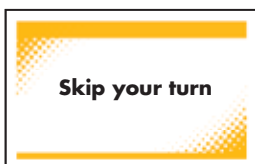


Reverse direction of play:

The player drawing this card does not perform any actions but plays this card to

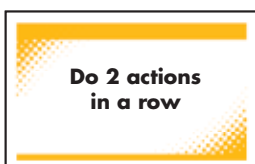
reverse the direction of play.

Note that the sequence of actions does not change.



Skip your turn:

The player's turn is skipped, and play continues to the next player.



Do 2 actions in a row:

The player drawing this card performs all of the previous actions and then performs the

actions on the next 2 cards. If any of the next 2 cards is a Special Card (reverse, skip, or do 2 actions), the player should keep picking until he or she gets 2 Action Cards.

Rules for Messing Up

A player messes up the action sequence and rolls the Die when he or she:

- Does any action out of order.
- Makes a sound or says a word when not permitted.
- Can't remember the action to perform.
- Does the action of the newly drawn card before performing the previous actions.
- Gives a hint or helps another player.

Play Example

- Joe draws a card and "Waves hello," which is the action described on his card.
- Linda, the player on Joe's left, then draws a card; "Waves hello," Joe's action; and "Points at something," the action described on her card.
- Tracy draws a card; "Waves hello," Joe's action; "Points at something," Linda's action; and does the action described on her card: "Falls asleep."
- Dave draws a card; "Waves hello," Joe's action; "Points at something," Linda's action; "Falls asleep," Tracy's action; and says "Good night," the words on his card.
- Bob draws a card; "Waves hello," Joe's action; "Points at something," Linda's action; says "Good night," Dave's action; "Falls asleep," Tracy's action. At this point, the round ends because Bob broke the sequence by performing Dave's action before Tracy's. All players move ahead one space for each Action Card in front of them, and Bob rolls the Die to see how many spaces he moves backward.

Winning

The first player to reach Finish on the game board wins!



Patch Products wants your comments about **Repeat Pete** including playing strategies you want to share with other players.

Send comments via U.S. mail to:
Patch Products Customer Service
1400 E. Inman Parkway
Beloit, WI 53511

or by e-mail to:
patch@patchproducts.com