

100 WACKY THINGS®

For 3 or More Players
Ages 7 & Up

Card Game

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100 Wacky Cards

OBJECT

Be the player who does the Wackiest Things and gets the highest score.

SET UP

- Shuffle the Wacky Cards, and put them in a facedown pile within easy reach of all players.
- Decide how many rounds to play. With four or five players, we recommend eight rounds. If you have more players, try fewer rounds. With fewer players, you'll want to play more rounds. When every player has picked one Card, that's considered a round. So if you decide to play eight rounds, each player will have picked eight Cards.

PLAY

- The player who can touch their nose with their tongue goes first, with play passing to the left. If no one can touch their tongue to their nose, then whoever gets closest to their nose goes first. If more than one person can touch their tongue to their nose, the youngest one goes first!
- On your turn, draw a Wacky Card from the top of the stack and place it face up in front of you. Each time you draw a Card, add it to the row of Cards in front of you.
- Read the Card aloud to all players very, very carefully to make sure you know exactly what Wacky Thing to do. Notice that each Card has a point value, 1–12, based on the wackiness of the action.

RULES

- There are two types of Wacky Cards:
 - **Always**—If you draw an Always Card, do the Wacky Thing immediately. Then repeat that Wacky Thing whenever it's your turn.
 - **Whenever**—If you draw a Whenever Card, do nothing right now. However, read the Card carefully because you will need to do whatever Wacky Thing is on the Card whenever another player does a specific Wacky Thing.
- If you think a Wacky Thing on a Wacky Card would be hazardous to your health, feel free to put that Card on the bottom of the stack and draw another one. But you will have to face the ridicule of the other players.
- Once during the game, each player can pick one of his or her Cards and give it to another player. But remember that in addition to giving that player something really wacky to do, you also are giving him or her points. And that might cause you to lose the game!
- It's okay to remind players if they forget to do one of the things on the Wacky Cards in front of them. After all, the whole point of the game is to see everyone act really wacky!

WINNING

After the agreed-upon number of rounds, players add up the points on their Cards. The player with the highest score wins. Congratulations! You have done a lot of Wacky Things! Now play again.

PATCH®

We want your comments about our games, puzzles and toys.

Contact us at:

Customer Service

1400 E. Inman Pkwy., Beloit, WI 53511

patch@patchproducts.com • 1-800-524-4263

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