



## Rules of Play

Ages 6-11  
For 2 or More Players

**ABOUT THE GAME** There's something funny going on in *Wacky World™*. Just look at the game board to see: there's Paula Panda pouring out lemonade from a large lemon, Bernie Bear painting an apple, Sandra Snake playing a trumpet, and much more.

You will also notice many colored arrows around the board. Every arrow points to a different character or object, which has its own matching Image Card. So as you move around the board and land on colored arrows, you collect cards! But more on this below.



There are 36 Image Cards, arranged into 9 color sets: 4 Blue cards, 4 Yellow cards, 4 Pink cards, 4 Orange cards, 4 Red cards, 4 Black cards, 4 Brown cards, 4 Purple cards and 4 Green cards. *The example on the left shows the Image Card for Gina Giraffe, which belongs to the Yellow Color Set.*



There are 44 Wild Cards, which you take when you land on the stars around the board. They might say 'Let's Trade!', 'High Roll Challenge', 'Trouble Time', 'Golden Opportunity', 'Crazy for Color' or 'Let's Switch'. You'll find out what to do on each card.

## GETTING STARTED

(a) Take all of the Image Cards out of the card box, but leave all of the Wild Cards inside.

(b) Now everyone helps to separate the Image Cards into different piles by color set - black, yellow, etc. For example, in the black color set there are cards for Andy Ant, Peter Penguin, Samantha Spider, and Paula Panda. Put the 4 black cards together in one pile (it doesn't matter which card is on top), then place the 4 pink cards together in another pile, and so on. The card piles should be facing up so you can easily identify the color sets when you are looking for a card during the game.

*The picture below shows how it may look once the Image Cards are in their own color piles (9 piles in all), while the Wild Cards are in the card box.*



(c) Each player selects a game piece and places it on any circle on the board that does not have either an arrow or a star. Then roll to see who plays first (highest roll wins).

## HOW TO PLAY - 3 EASY STEPS

(1) If you are the first player, roll the die and move your game piece in any direction by the number shown on the die:

- If you land on a circle with a colored arrow, look at what the arrow is pointing to and then collect that Image Card. For instance, if you land on the Yellow arrow pointing to Gina Giraffe, take the Yellow card with Gina Giraffe's picture. If you land on the Blue arrow pointing to Owen Octopus, take the Blue card with Owen Octopus' picture. You get the idea. After you take the card, your turn is over and play passes to the next player (on your left).

- If you land on a circle that has a star, take a Wild Card from the card box and read what it says. You might have a chance to trade cards with another player, take part in a 'High Roll Challenge', or something else. When you are finished with the card, put it at the very back of the card box.

- If you land on a circle that is blank (no colored arrow or star), your turn is over and play passes to the next player (on your left).

(2) When the first player finishes their turn, the second player rolls the die and moves their game piece in any direction. When their turn is over, play passes to the next player, etc. You take turns this way for the whole game.

(3) Your goal is to be the first player to collect all 4 Image Cards belonging to the same color set. You can collect all 4 red cards to win, or all 4 brown cards - it doesn't matter which color set it is. The first player to do this **WINS THE GAME!**

## ADDITIONAL NOTES ON PLAY

- Don't forget that you can change the direction of your game piece after each roll. For instance, you can move 4 spaces in one direction after the first roll, then 3 spaces in the other direction during your next turn. How you move around the board after each roll is up to you.

- If you land on a colored arrow but find that the image card has already been taken by another player, you get to take that card from the other player (your turn is then over). If you land on a colored arrow but find that you already have that card, nothing happens (just leave your game piece on that circle - your turn is over).

- If you agree with the other players at the start of the game, you can include another way for a player to win. It's called the **"Rainbow"** rule. Just try to collect at least one card from all 9 color sets: one red card, one blue card, one yellow card, one brown card, one black card, one green card, one orange card, one pink card and one purple card. So the winner of the game would be the first player to collect either: (a) all 4 Image Cards belonging to the same color set, or (b) at least one card from all 9 color sets.

- If you don't have much time, you can play a Quick Version: you only have to collect any 3 Image Cards from the same color set to win.

- Grown ups can play along too! The same rules apply for everyone.

*Enjoy the Game!*



**WARNING:**  
CHOKING HAZARD - Small parts. Not for children under 3 years.

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