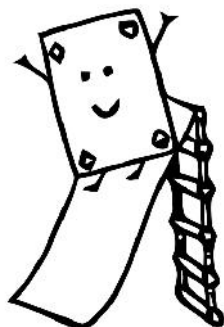


WATERGOAT



+150

PLAYING CARD



+150

NO BRAINER



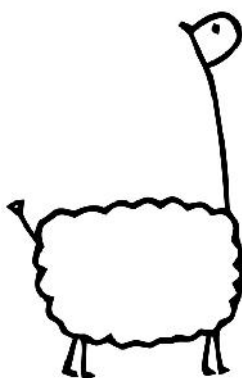
+200

HEDGEDOG



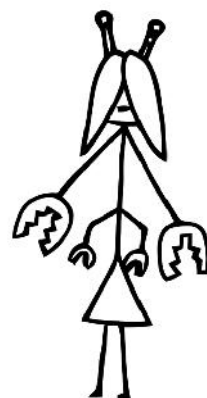
+250

SHEEPIRAFFE



+250

LADY BUG



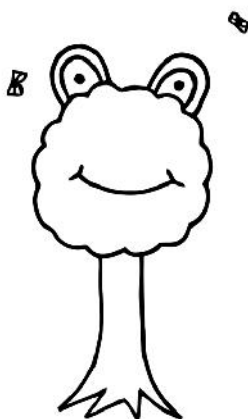
+300

BEANS ON GHOST



+350

TREE FROG



+350

PIGGY BANK



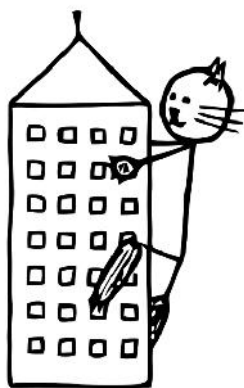
+400

GINGERBREAD
HOUSE



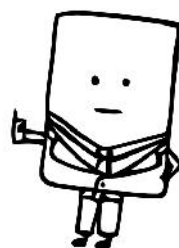
+400

CAT KONG



+500

BUSINESS CARD



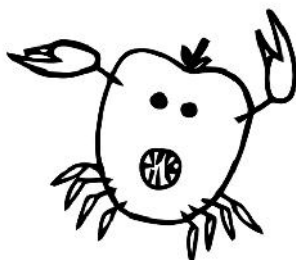
-150

ALIHENMAN



-250

CRABAPPLE



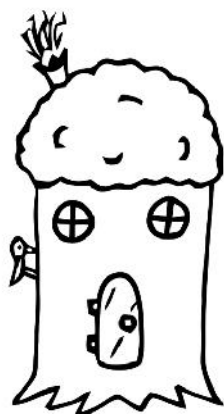
-250

CRICKET BAT



-300

TREE HOUSE



-400

DOGZILLA



-500

PRAYING
MANTIS



+0

WHILE THIS CARD IS IN YOUR
POINTS PILE, YOU MAY PLAY
ONE EXTRA CARD A TURN
ON AN OPPONENT

WITCH DOCTOR



+0

WHILE THIS CARD IS IN YOUR POINTS PILE, YOU MAY DRAW AN EXTRA CARD WHENEVER YOU ARE ALLOWED TO DRAW

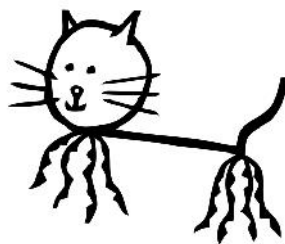
FRYING PANDA



+100

DISCARD ALL POINTS PILES WITH MORE POINTS THAN YOURS

OCTOPUSSY



+200

PLAY ALL POINTS CARDS IN YOUR HAND ON OPPONENTS

CUDDLY CACTUS



+300

DISTRIBUTE YOUR HAND BETWEEN ALL OPPONENTS' HANDS

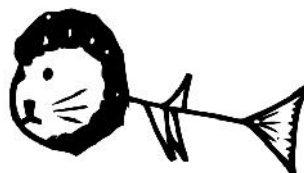
DESSERT ISLAND



+600

AFTER DRAWING THIS CARD, PLACE IT FACE UP IN FRONT OF YOU; YOU MUST PLAY ONLY THIS CARD NEXT TURN

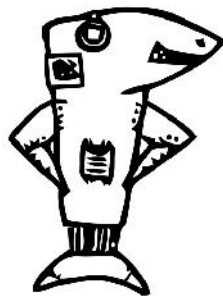
SEALION



-0

WHILE THIS CARD IS IN YOUR POINTS PILE, YOU NEED +1400 POINTS TO WIN

ROBOSHARK



-250

DISTRIBUTE AN OPPONENT'S HAND BETWEEN ALL PLAYERS

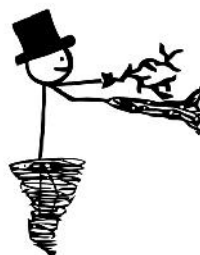
WINDOW SHOPPING



-350

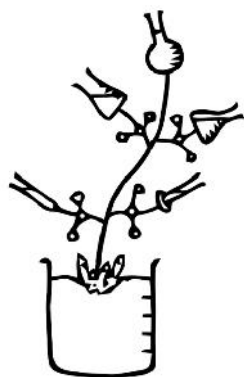
LOOK AT ALL OPPONENTS' HANDS; ADD ALL POINTS CARDS TO YOUR HAND

TINY ELEMENTAL MAGICIAN



DISCARD TWO CARDS FROM YOUR HAND; PLAY ALL REMAINING CARDS IN YOUR HAND

CHEMICAL PLANT



TAKE TWO CARDS FROM AN OPPONENT'S POINTS PILE; PLAY ONE AND DISCARD THE OTHER

CREATIVE SPARK



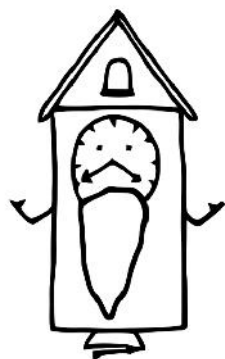
SWAP A POSITIVE CARD IN YOUR POINTS PILE FOR A POSITIVE CARD IN AN OPPONENT'S PILE

NUTKRAKEN



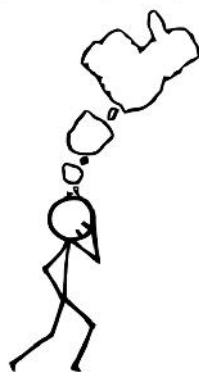
DISCARD A POINTS PILE

CLOCKWISE



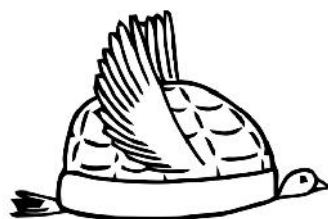
DRAW THREE CARDS; YOU MAY PLAY ONE THIS TURN

TRAIN OF THOUGHT



TAKE THE TOP CARD OF THE DISCARD PILE; EITHER PLAY IT OR ADD IT TO YOUR HAND

TURTLEDOVE



PLAY TWO POINTS CARDS THIS TURN

FIREFLY



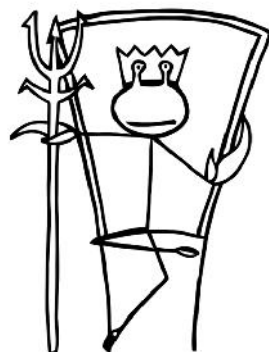
PLAY ONLY DURING AN OPPONENT'S TURN; PLAY ALL POINTS CARDS IN YOUR HAND

EMPEROR PENGUIN



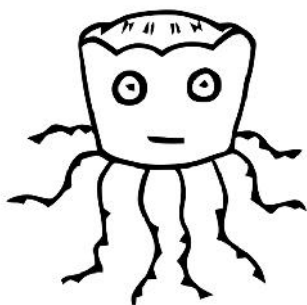
PLAY A CARD FROM YOUR HAND ON AN OPPONENT; THAT PLAYER CANNOT WIN THE GAME UNTIL THE END OF YOUR NEXT TURN

KING CRAB



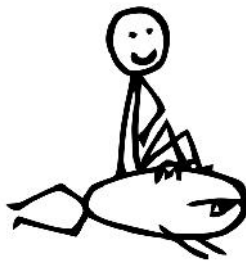
PLAY ONLY DURING AN OPPONENT'S TURN; PLAY A CARD FROM YOUR HAND ON AN OPPONENT

OCTOPIE



WHEN AN OPPONENT PLAYS MORE THAN ONE CARD THIS TURN, YOU MAY ACTIVATE THIS FROM YOUR HAND; DISCARD A CARD FROM EVERY POINTS PILE

TOAD STOOL



WHEN AN OPPONENT PLAYS A POINTS CARD ON YOU, YOU MAY ACTIVATE THIS FROM YOUR HAND; PLAY ANOTHER CARD FROM THEIR HAND ON YOURSELF

MOOTATED



CHANGE THE VALUE OF A POSITIVE CARD IN YOUR POINTS PILE TO +500

TRUTHBRUSH



NOMINATE A POINTS VALUE, DISCARD ALL CARDS OF THAT VALUE IN ALL POINTS PILES

LOLLIPOP LADY



DRAW FROM THE DISCARD PILE NEXT TURN; PUT THIS CARD AT THE BOTTOM OF THE DISCARD PILE

NUCLEAR WASTE



EVERY PLAYER DISCARDS ALL CARDS EXCEPT ONE FROM THEIR HAND

CLAIRE VOYANT



DRAW THE TOP CARD OF THE DECK; EITHER PLAY IT, DISCARD IT OR SWAP IT WITH A CARD IN YOUR HAND

TOOTH SAYER



DISTRIBUTE YOUR POINTS PILE TO ALL OPPONENTS' PILES

THE RULES

- To win: get to 1000 points!
- During your turn: draw from the deck until your hand has five cards. Then play ONE card on any player - you or someone else.
- If a card is played on you: points cards go in your personal points pile to keep score. If the card has other instructions, do what they say. Cards without points go in a central discard pile once played.
- If the deck runs out of cards, keep playing until all hands are empty and the player with the most points wins.