

Wig Out!

A Wild & Hairy Card Game

Rules of Play			Contents:
Ages: 6 & up	Players: 2 to 6	Playing Time: About 12 minutes	60 cards (5 each of 12 different characters)

Object

Get rid of all the cards in your hand and be the first player to yell, "Wig Out!" The player with the lowest score wins.

Set Up

Get a paper and pencil handy for score keeping. Choose a player to be the dealer. The dealer shuffles the deck and deals cards face down to players accordingly:

2- 4 players 7 cards
5- 6 players 5 cards



Players may look at and organize their cards. Stack the unused cards face down in the middle of the playing area. Turn over the top two cards and place them face up on opposite sides of the deck. (If they are the same image, stack one on top of the other.)

Game Play

Wig Out is a race that is played out over five rounds. There are no taking turns during the rounds. All players simultaneously draw and play cards as fast as they can until someone plays all his or her cards and yells, "Wig Out!"

When everyone is ready, the dealer says, "GO!" At this point, each player may do one of three things:

- 1) Start a new pile by playing two or more matching cards from your hand face up in the middle of the playing area.
- 2) Lay a single card from your hand face up on any pile that it matches.
- 3) If you can't play cards, you must draw cards from the center deck and add them to your hand until you can make a match.



Ending a Round

As soon as you are out of cards, shout "Wig Out!" This immediately stops the round. All players left with cards in their hands collect one point per card. (Be sure to write down your score.) The player to the left of the last dealer collects, shuffles and deals cards for the next round.



End of the Game

At the end of the fifth round, all players count up their scores. Whoever has the lowest score wins. (For a longer game, choose a higher number of rounds to play before starting.)

Note: On the rare chance that all players end up holding one card that can't be matched, the round ends in a tie. No points are scored and all cards are collected to start a new round.

Game by: Forrest- Pruzan Creative
Illustrations by: Dean MacAdam



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Games for the Infinitely Imaginative®
124 Watertown Street
Watertown, MA 02472
tel: 617-924-6006 fax: 617-924-6101
e-mail: 12mg@gamewright.com
www.12minutegames.com

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