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AIM OF THE GAME

Each of the 3 fab card games has a different aim and a different pace. Choose a game to suit your mood:

FABULOUS, FRANTIC, FAST AND FURIOUS:

8-AWAY

As soon as you spot a mission pic on one of your cards, you can get rid of it! First to dump all their cards wins.

GENTLE BUT JUICY, CREATIVE BUT CALM:

MATCHUREKA

Find 2 pics that match the mission in this mellow memory game – focused fun for calm minds.

COW'S CREATIVE COMBO

Combine cards to complete your missions – great for giving your creative thinking muscles a work-out.

CONTENT:

78 Picture cards (including 3 Penguin Wild cards) and 32 double Mission cards

GET READY!

Rules for All Games:

- Shout PICTUREKA! when you find an image.
- If you shout PICTUREKA! before you have found an image, you're a sneaky cheat! The other players can pick a punishment for you.
- Penguin Wild Card.



If you see a card that looks like this, you're in luck! You can use it to represent ANY Picture card in the deck.

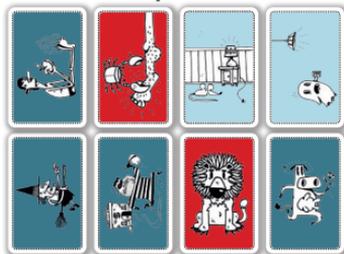
8-AWAY

- Shuffle the Mission cards and place them in a face-down Draw pile in the middle.
- Shuffle the Picture cards and deal 8, face down, to each player.
- Each player lays out their own Picture cards, face up, in 2 rows of 4 in front of them.
- The player who can count to 8 fastest starts.



— Draw Pile

Example Hand



HOW TO PLAY

(2-5 Players)

- Turn over a Mission card, read both missions out loud and place it face up next to the Draw pile.
- Everyone (including you) searches their top 4 Picture cards for an image that matches either one of the missions. **Note:** You cannot look for pics on a card on the bottom row until you have got rid of the card on top of it.
- As soon as anyone finds a matching pic, they slap that Picture card down on top of the Mission card and yell out PICTUREKA! Describe what it is that matches the mission.
- If the other players agree, you've successfully binned that Picture card. If not, take it back and keep looking for those missions till somebody gets rid of a card.
- The player who dumped a card now reads out the next Mission card and play continues.



You can drop a Penguin Wild card on any Mission card.

THE WINNER IS THE FIRST PLAYER TO GET RID OF ALL 8 OF THEIR CARDS.

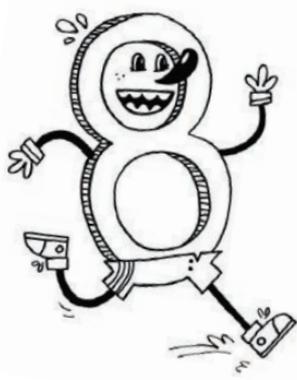
Tip: You'll have to unjumble the cards after each game. Make one pile of Mission cards and another of Picture cards, then shuffle both piles separately.

MATCHUREKA

- Shuffle the Picture cards and deal 20 cards face down in a 5 x 4 grid. Put the rest in a pile nearby.
- Shuffle the Mission cards and place them in a face-down Draw pile.
- The player who pulls the best face starts.



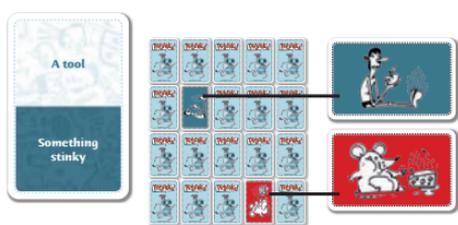
— Draw Pile



HOW TO PLAY

- On your first go, turn over the top Mission card, read both missions out loud, then place the card face up where everyone can see it.
- Now flip any 2 Picture cards face up. Look at the 2 possible missions on the card. Can you match both picture cards to either mission?

The Grid



Example: To win the card, you must find 2 tools or 2 stinky things on separate Picture cards. One of each doesn't count! See above - 2 stinky things.

- If you can't find a match, better luck next time. Make a mental note of what you saw and where it was, then turn both

Picture cards face down again. The next player now turns 2 Picture cards face up.

- As soon as the player whose turn it is finds a match, they shout "PICTUREKA!", say which mission they're matching and what it is that works. If the other players disagree, ignore the PICTUREKA! and keep playing. If everyone agrees, they keep the Mission card, then discard the matching Picture cards from the grid. Take the top 2 cards from the Picture card Draw pile and place them face down in the empty spaces so you still have 20 cards laid out.

- Now turn the next Mission card over and read it out loud. As you won the last card, you get to have another go.

Tip: If nobody can match the missions after a few turns, agree to turn over a new Mission card.



The mysterious penguin counts as any Picture card.

Tip: Keep your eyes peeled even when it's not your turn.

THE WINNER IS THE FIRST PLAYER TO COLLECT 4 MISSION CARDS.

COW'S CREATIVE COMBO

- Shuffle and deal 3 Picture cards and 1 Mission card, face down, to each player.
- Place the spare Picture and Mission cards face down in separate Draw piles in the middle.
- Hold your own cards in your hand, but keep them secret from other players. Your job is to match 3 Picture cards to either one of the missions on your Mission card – you get to choose which one.
- The player with the oldest bones starts.

Draw Piles



Each Player's Hand



- If everyone agrees, keep the Mission card next to you. Put the used Picture cards on the Discard pile and take 3 more. Take a new Mission card too.
- You can only complete 1 mission per turn, so your turn is now over. Pass your 2 unwanted Picture cards to the player on your left.

Example: If the Mission card asks for a **noisy thing** or a **thing with more than 4 legs**, then 3 of these cards would be a match for a noisy thing.



As always, the magical penguin matches any mission.

THE WINNER IS THE FIRST PLAYER TO COLLECT 4 MISSION CARDS.

HOW TO PLAY

(Recommended for children of 8 or older)

- On the first turn only, the first player takes 2 cards from the Picture card Draw pile, so they have 5 Picture cards and 1 Mission card in their hand.
- On your turn, look at the cards in your hand. Do any 3 Picture cards match either of your missions?
- If not, swap 1 Picture card by placing it face up on a Discard pile and taking a new one from the Picture card Draw pile.
- Check again.** Do any 3 of your Picture cards match 1 of your missions?
- If they DON'T:** Choose 2 Picture cards you don't want and pass them, face down, to the player on your left. Your turn is now over.
- If they DO: PICTUREKA!** Lay down the Mission card and 3 matching Picture cards and explain yourself!
- If the group disagrees, tough luck. Take your cards back and pass 2 Picture cards to the next player.

OTHER WAYS TO PLAY

Shorter or Longer Game

Depending on the game, change the game length by agreeing to collect or play a different number of cards to win the game.

Team Play

Feel free to team up to help younger players.

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