



AGES 6+

2-6
PLAYERS

Spazz! The Card Game is a card game that tests your concentration and coordination. You know you have finally got the hang of it when you look completely ridiculous!

How to Play

Setup

Shuffle all the cards except the action reference and blank cards together. Deal out all of the cards in the deck so each player starts with the same number of cards. Any remaining cards are placed in a pile face-up in the center of the table. Each player takes their deck of cards *face down* into their hand **without looking at them**. Action reference cards are passed out to keep handy as needed to remind you of the actions. Don't worry, they are easy, but silly!

Start

Whose birthday is next? Who's the shortest? Oldest? You choose!

That player starts the game by playing the top card of his deck onto the center pile. Next, the player to their left plays their top card to the center pile. Players continue to take turns playing cards until the top two cards on the center pile are identical (e.g. two *Red Heart* cards in a row), or until a special card is played.

When the top two cards are identical or the top card is a special card, you must perform the action associated with that match (see actions on the right). If someone makes the wrong action, they are allowed to correct it until they make the correct action.

The last person to complete and hold the correct action, as judged by everybody, takes the pile of cards in the center of the table and places them in the bottom of their deck.

If two people tie for being last to perform the action, they split the center pile. If more than two tie for being last, just continue to play on the center pile as if there had not been a match. If you play on top of an existing match by accident (because you were moving so quickly and didn't realize it) merely take your card and put it on the bottom of your deck.

The player that was forced to take the cards gets to start the next round.

Win

Be the first to get rid of all of your cards!

When you run out of cards, the current round is played out until everyone has to perform an action. Don't get it wrong, or you have to eat the pile and the game continues. You can choose to end the game when the first person goes out, or continue for second, third, fourth place, etc.

Instructions continued on other side...

Game Components

Basic Cards

- 23 *Green Grass* cards
- 23 *Yellow Fever* cards
- 23 *Red Heart* cards
- 23 *Blue Sky* cards

Special Cards

- 3 *Spazz!* cards
- 3 *REVERSE Spazz!* Cards
- 4 *Next-Up?* cards
- 2 *Bomb!* Cards
- 2 *Change Hands!* Cards

Reference Cards

- 2 Action Reference Cards

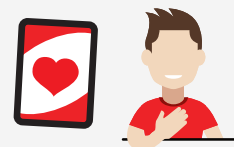
Basic Actions

The game has four basic one-handed actions, one for each basic card...



Green Grass -

Players place (slam, oh snap) their palm down flat onto the table.



Red Heart - Players place their hand over their heart.



Yellow Fever - Players place the back of their hand against their forehead.



Blue Sky - Players stretch their arm and hand out to the sky.



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Special Actions



Spazz! Card – Players must perform all four of the basic actions in order: 1) green grass 2) red heart 3) yellow fever 4) blue sky AS FAST AS POSSIBLE! Don't miss one or you have to start over. Be first and laugh at your ridiculous neighbors.



REVERSE Spazz! Card – Just like the *Spazz!* card except players must perform all four of the basic actions in REVERSE order: 1) blue sky 2) yellow fever 3) red heart 4) green grass AS FAST AS POSSIBLE! This card also reverses the order of play.



Next-Up? Card – The next card after this card is played is an automatic match. All players must complete the action of the card after this one.



Bomb! Card – Without performing any action, the player who plays this card chooses which other player must take the entire center pile into their hand. Be nice, because what goes around comes around...



Change Hands! Card – The player who plays this card must change hands with an opponent of their choice. If only two players are playing, this card is a *Spazz!* Card. No one takes the center pile, no actions are required other than changing hands, and play resumes with the player that is on the left.



Tips

It is easiest to hold your deck in your non-dominant hand. Play the cards and perform the actions with your dominant hand. You can also keep the deck face down on the table if desired.

When playing the top card of your deck onto the center pile each round, be sure not to sneak a peek. Flip the card away from you so no one knows which card is coming next.

Once you get the hang of playing, the faster you play, the more exciting the game becomes!

Please be sure to share your house rules ideas with us at flyingbisongames.com or on our Facebook page. You can also get some ideas for your own house rules.

We hope you love Spazz! Let us know what you think by visiting our website or Facebook page.



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Tricky Situations

Multiple Special Cards in a Row – If you play two *Next Up?* Cards in a row, ignore the first *Next Up?* and treat the second as the special card. If you play a *Next Up?* and then a *Change Hands!* card follows it, ignore the *Next Up?* and just change hands as the second card directs.

Winning with the Bomb! – If the last card in your deck that you play is the *Bomb!* card, you automatically win. You da bomb!