

Ages | Players
7+ | 2+

CARD'N'GO SEEK™

Game

The World is Your Game!™

Content:

150 cards including 20 wild cards and 10 game changer cards plus a portable plastic case

Object:

Be the first player to win one card of each color, **OR** three cards of the same color. (There are a total of 3 colors.)

Game Set-Up

- Give a good shuffle to all the cards. Turn over one card less than the number of players (like Musical Chairs). For example, for a 4-player game - deal 3 cards, for a 5-player game - 4 cards.
- If you are playing with newer readers, read out what each card says.

Game Play

- At the count of 3, everyone races to retrieve an item that matches the description on one of the cards.
- Be creative - for **SOMETHING BLUE**, you might grab a **blue jacket** or a **picture of someone who looks sad** (because he's feeling blue)!
- The players who get back with an item win the matching card! Grab the card so no one else can take it. Each player can only claim one card per round. If someone already grabbed the card you meant to match, go looking for another item to match another card.
- Each round ends when all the cards are taken. Just like Musical Chairs, there will be one player who won't score each round. Play multiple rounds until there is a final winner.

Regular Card

- These cards have a one-color background, with descriptions like **BOUNCY**, **ROUND** or **PARTIALLY RED**. These are the things you'll be grabbing.

Wild Card

- These cards show all 3 colors and are Wild Cards. They can be used for ANY color you need to win.

Game Changer Card

- The cards that have white backgrounds are Game Changer cards and they are scattered throughout the deck.



- When a Game Changer Card is revealed, place it separately from the rest of the cards. Keep dealing until there is one less regular or wild than the number of players.
- Read the Game Changer Card aloud as a group. It's an additional challenge for this round **ONLY** and modifies the thing you need to find on **ALL** the other cards showing for this round.

For example, the Game Changer card says **HAS LETTERS**.

A regular card that reads **SMELLS GOOD** must also now **HAVE A LETTER** on it.

The Game Changer Card does not count as one of the cards needed to win and cannot be grabbed by a player.

Winning the Game:

Be the first player to win one card of each color **OR** three cards of the same color. (You may win with 3 wild cards.)

Notes:

When running to grab items, **BE SAFE!** Don't grab anything dangerous or fragile. If it's something you wouldn't normally be allowed to touch, you can't touch it now!

You can't use the same thing twice. Once something is used, it's out of the game for all players. For example, if you grabbed a throw pillow to match **SOFT**, you can't grab it later to match **HAS STRIPES**.

A smartphone or tablet can't be used to match during the game.

GJP88-0970
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