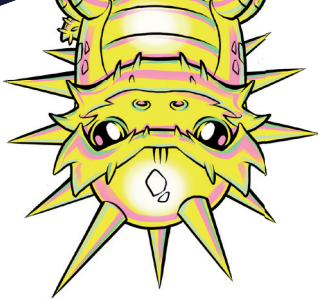


SPIKY DASTARDS

Let's play...



Contents

5 Spiky Dastards
60 Playing Cards
50 Spiky Cards
10 Nubby Cards



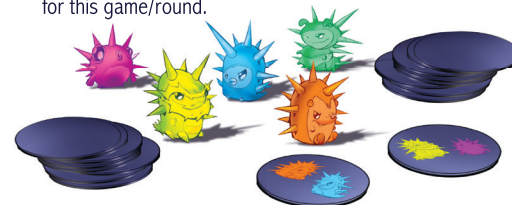
Throb-ject of the Game

Look at those Spiky Dastards. Aren't they cute? Don't you just want to grab them as quick as you can? Good. Even though their defenses are up, you need to be the fastest, most fearless player to capture the Dastards and win cards.

Get Pre-scared

FOR YOUR FIRST GAME, Remove the 10 cards that have ROUNDED Dastards, and set those out of play for now. We won't use them in the Basic Game. These rounded guys below are called **Nubby Dastards** or **Nubbies**.

- Split the deck of 50 cards into two even piles face down.
- Place the five Spiky Dastards figures in the center of the play area, within reach of all players.
- Pick any two players to be the designated card flippers for this game/round.



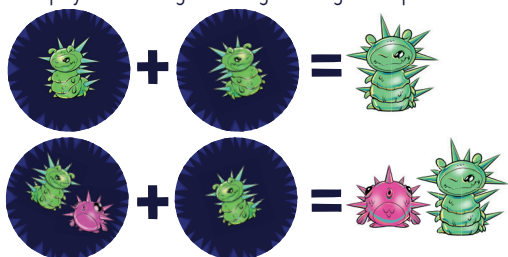
Cruels Of Play

- FAST FLIPPIN'** — The designated card flippers flip over the top card from their pile. Each card depicts an image of either one or two of the five Spiky Dastards. All players now race to figure out which Dastard to grab.

(FAST FLIPPIN' CONTINUED)

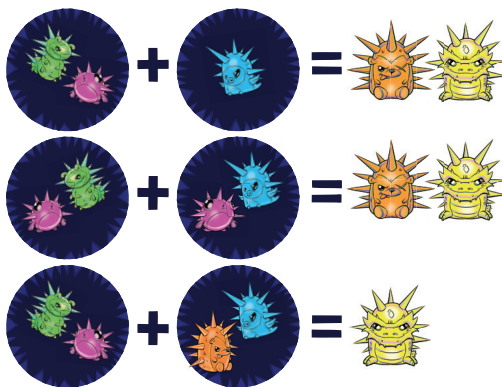
Only one OR two Dastards will be grabbed per flip, so... Look at BOTH cards...now what do you see?

- GUTSY GRABBIN'** — If the flip reveals only one or two of the Dastards (it doesn't matter if they appear on both cards), all players race to grab the figure or figures represented.



If only two green Dastards are showing...only grab the green. If you only see a green Dastard and a pink Dastard, race to grab the pink AND green.

If three or four Dastards are showing, then players race to grab the figure or figures that are NOT represented on the cards.



- POINTY PRIZE** — Players earn cards by grabbing the correct Dastards. If flipping the cards reveals two Dastards to grab, then each is worth ONE of the two flipped cards. If a player manages to grab both correct Dastards, they get BOTH cards. If flipping the cards reveals only one Dastard to grab, the player who grabs it gets BOTH of the flipped cards.

PRICKLY PENALTY: EACH TIME a player grabs the wrong Dastard, they must give one of their cards to another player of their choice, even if they grab the right one afterward. If they do not have a card to give, that's fine.

WINNER

Flips continue until there are no more cards to flip. Whoever has won the most cards is the winner! WAIT! WHAT IF THERE'S A TIE? Once players realize there's a tie, the players who are tied now race to grab as many Spiky figures as they can. The most Dastards wins!

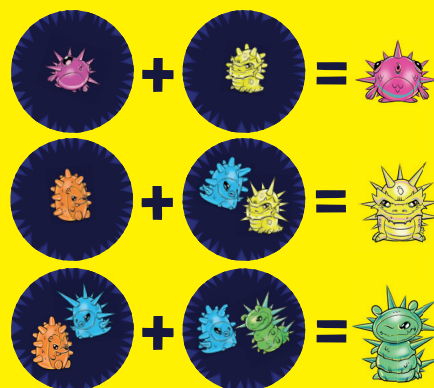
WARNING:
THIS GAME IS NOT INTENDED
FOR CHILDREN UNDER AGE 14.

Scarious Ways to Play (ADVANCED)

- DON'T TOUCH THE NUBBY** — Are we ready to shuffle in those 10 Nubby cards? Some of the Dastards pictured on the cards have dull spikes, or Nubbies. What's that all about? Ahhh, good question. If a Nubby Dastard is present on either flipped card, then no one is to grab any Dastard figure. If someone DOES grab one, they must give a card to another player. The flippers then flip two more cards to cover the previous two cards. Whoever grabs a Dastard now gets twice as many cards! (Cards may pile up on back to back flips with Nubby Dastards.)



- FORGET THE NUBBY** — In this version, when using the Nubby cards, and a Nubby Dastard is revealed, consider all Dastards of that color INVISIBLE.



If there is a Spiky green, Spiky yellow, Spiky orange, and a Nubby pink, just the green, yellow, and orange count for figuring out what to grab. So... you'd grab the pink and blue figures!

For more devious doings,
check out spikydastards.com

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Engineering: David Kunitz
Illustration: Roger Andrews
Thanks to the Bananagrams Bunch for puckyish playtesting
Special thanks to our helpful dastards out there!

We love hearing from
you, when you post
be sure to include

#spikydastards

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