

Whirl and Twirl Clumsy Game Rules

Object:

Be the first player to collect two boards filled with picture cards.

Contents:

Game board, Clumsy, Clumsy stand, 8 playing boards, 46 game cards, label.

Set Up:

Using the package back as a guide, apply label to Clumsy's box.

Remove the three holes in the center of the game board. Place the Clumsy stand into the three holes, press down and turn to the right to lock into place.



Mix the cards. Open the door of the box Clumsy is holding and place the cards, face down, in the area shown. Close the door. Position Clumsy on the stand. Note that the game is divided into four sections. Players should sit so that they are each in front of a section.

Each player takes two playing boards with matching color borders.

Playing:

The player who is sitting in front/closest to Clumsy's tail starts the game by pressing down on it. Clumsy will spin around, stop on a section of the game board and a card will be ejected from the box he is holding. The player who he stops in front of takes the card.

If the color of the card matches the color of one of the boards, the player places the card, face up, over the matching picture.

If the card is not a match to one of the color boards, the player puts that card nearby, off to the side. The player who is sitting in front of Clumsy's tail now presses it down and the game continues.

If Clumsy stops in a section of the board that is not being used by a player (if only 2 or 3 players are playing), place the card he ejects on that section. These cards will come into play later.

Action cards:

Here's what to do when Clumsy gives you an Action card:

Trade boards:

Trade one of your boards with any other player. If you can, trade for a board that has more cards on it than one of yours. But you MUST trade a board even if it doesn't work out better for you.

Move cards left:

All extra cards (cards that are out but not on playing boards) are moved one section over to the left. Players now look through these cards, and if there are any that they need for their playing boards, they get to place them. Put any unused cards off the board but near you.

Move cards right:

All extra cards (cards that are out but not on playing boards) are moved one section over to the right. Players now look through these cards, and if there are any that they need for their playing boards, they get to place them. Put any unused cards off the board but near you.

Move cards left or right:

The player who got this card decides whether he/she wants players to move extra cards left OR right. Then players look through these cards, and place any matches on their playing boards. Put extra cards that can't be placed off the board but near you.

Take a card:

Take a card from any available extra cards. You cannot take a card off of a player's board.

Clumsy Runs Out of Cards:

When Clumsy runs out of cards, players gather all cards that are not on playing boards. Separate the action cards from character/object cards. Shuffle the character/object cards and place them, face down, on the table. Shuffle the action cards and place them, face down, on top of the other cards. Insert the cards this way, back into Clumsy's box (so that the character/object cards will be dispensed first).

Winning:

The first player to have two boards that are completely filled (8 cards) wins.

We appreciate your comments on Clumsy Whirl and Twirl game. Please send your correspondences to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.



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