



*SmileyWorld*

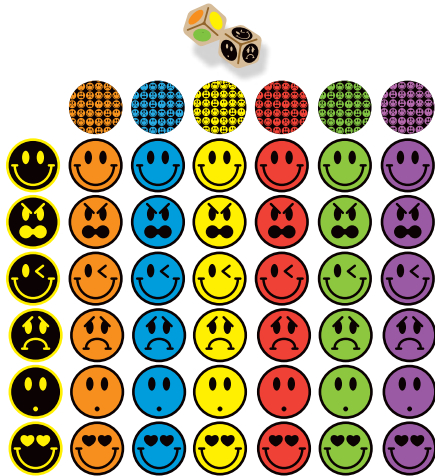
# **SMILEY GAMES**

## *Rules of the Game*

*Five fun games to boost your memory skills,  
speed of thought, concentration  
and visual perception*



LUDO ERGO SUM



## CONTENTS

The SMILEY GAMES use six different 'Smileys' (happy, angry, 'wink', sad, surprised and 'in love') and six different colours (orange, blue, yellow, red, green and violet) and these are all used in the different games. In your set there are:

36 **basic cards**, each one featuring a Smiley and a colour



Six **'special'** Smiley cards

Six **'special'** colour cards



The **Smiley die**

The **colour die**



This instruction booklet which includes all the rules as well as the 'Smiley Games Tournament'.



## The SMILEY GAMES



With your **48 cards** and **2 dice**, there are **five different games to play**, as well as some variations, and of course you can create your own games!

Everyone will have a different favourite game! Three of the games require speed of thought, hand/eye co-ordination, visual perception and memory skills. The other two will need your strategic planning and concentration skills.

Play your chosen game, or select one randomly using the Smiley die: each Smiley (apart from the sad one) corresponds to one of the games. Oh, and why not have a **tournament** with your friends using **all five games** and really challenge yourself?

The games can also be adjusted for younger children. They will love **copying the various emotions** of the cards laid down.



## The SMILEY GAMES Tournament



Play five matches, one for each of the games, in the same order that they appear in this booklet.

At the end of each game **the winner scores 13 points**, the player who comes second scores 9 points, third scores 8 points and so on, down to 1 point for the person who comes last (assuming you play with ten players).

**In all five of the games there is only ever one winner**, although players who don't win can draw with each other too.

For the first three games, your winning position is determined by the number of cards you have at the end of the game, whilst for the other two games your aim is to end with as few cards as possible.

In the event of a draw at the end of a tournament, the Smiley die is rolled (more than once if needed) and the winner will be the person who scored best in the game indicated by the Smiley die.

With the SMILEY GAMES the only thing that really matters  
is to have fun, so  
**may the best player win!!!**



## GAME n°1 FIND IT!

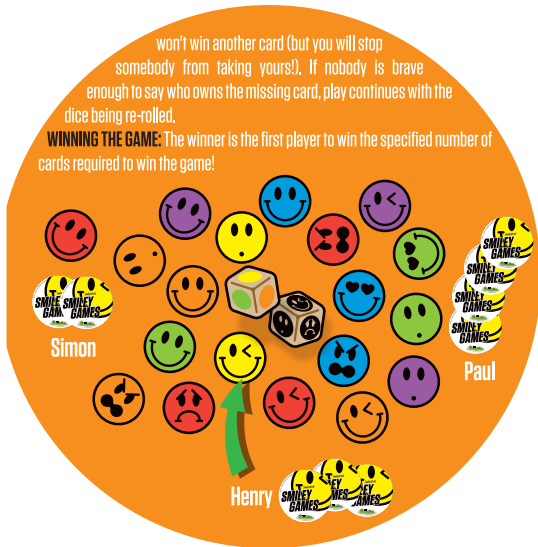
**AIM OF THE GAME:** Be the first player to win the target number of cards (10 cards for a 2 player game, 9 cards for a 3 player game, 8 cards for a 4 player game, 7 cards for a 5 player game and 6 cards if you play with 6 or more players).

**SETTING UP:** All 36 basic cards are randomly spread across the table, with the coloured Smiley showing.

**HOW TO PLAY:** One player rolls both dice, the combination of Smiley and colour will lead you to one of the cards (for example, the YELLOW WINK). The first player to put **their finger** on the correct card **wins the card**. The player then takes the card from the table and places it **face down** in front of them. That player then rolls the dice again and play continues in the same way. If the card indicated by the dice has already been won, your aim is to be **the first player to make a reservation** (for example, by saying "I know") and to remember who won that card. If you are right, you win that card from the player. If you're wrong then you lose one of your cards, which is returned to the playing area with the Smiley showing, and the card is 'in play' once again. If a player with no cards makes an error and loses a card, the next card they win is immediately returned to play. If you think you are the player with the right card, you're free to declare that as well, although you

won't win another card (but you will stop somebody from taking yours!). If nobody is brave enough to say who owns the missing card, play continues with the dice being re-rolled.

**WINNING THE GAME:** The winner is the first player to win the specified number of cards required to win the game!





## GAME n°2 THAT'S MINE!

**AIM OF THE GAME:** To win the highest number of cards.

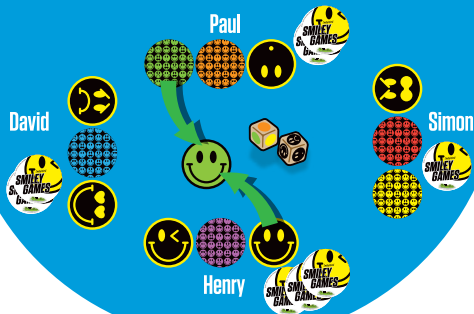
**SETTING UP:** Shuffle the 36 basic cards and place them in a pile in the playing area. Then distribute the 12 special cards amongst the players so that each player has the same number (any remainders - for instance in a 5 player game - go back into the tin). The special cards are placed in front of players. Roll the dice and place them in the middle of the playing area. The **'dealer'** for this game is the player with the special card that matches the top face of the Smiley die.

**HOW TO PLAY:** The dealer turns over the top card and places it in the centre of the playing area. To win that card, you must have one of your special cards that matches either the colour or the Smiley on that card. The first player to put **their hand** on the card **wins it!** Make a mistake and lose two of your cards (these are added to the pile in the play area and will be won by somebody on the next turn).

If the card that is turned over **corresponds to the dice faces in the centre of the table**, that card can be won by all players, and the winner also steals a card from all of the other players. The

player who won the last card rolls the dice again and becomes the new dealer.

**WINNING THE GAME:** The game ends when all of the cards have been played, and the winner is the player with the highest number of cards. In the event of a draw, the drawing players duel it out by rolling the dice (more than once if necessary) until a match occurs with one of their cards.





## GAME n°3 SHOUT!

**AIM OF THE GAME:** To win the highest number of cards.

**SETTING UP:** The 36 basic cards are shuffled and set up as a deck face down. Roll the dice and place them in the centre of the table. One player is chosen to be the **dealer**.

**HOW TO PLAY:** The dealer must deal one card to each player in a clockwise direction, placing the card face up. This continues as more cards are added face up to each player's pile.

As soon as two or more players are dealt either the same Smiley or the same colour, **it's a race** to be the first to name a player with whom you have a match. If they are right, they win two cards from that player.

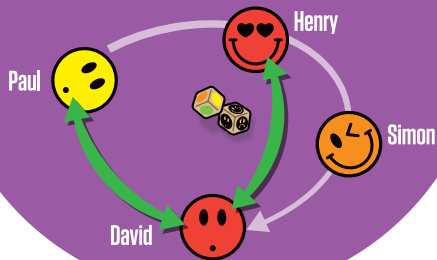
You can only call a name if you have a match with that person.

If upon flipping a card, **a match occurs between a player and the dice**, all players aim to be the first to shout **their own name** to win one card from every other player. The winning player rolls the dice, becomes the new dealer and continues distributing the cards.

If a player makes a mistake, **their penalty** is to give one of

their cards to each player (if they do not have enough cards, they distribute what they can clockwise).

**WINNING THE GAME:** The game ends when all of the cards have been flipped, and the winner is the player with the highest number of cards. In the event of a draw, the drawing players duel it out by rolling the dice (more than once if necessary) until a match occurs with one of their cards.





## GAME n°4 DOMINO

**AIM OF THE GAME:** To be the first player to run out of cards.

**SETTING UP:** All 48 cards are shuffled. Each player is dealt

**8 cards** (when playing with more than six players, distribute 1 of the cards no matter if some players have one more card). Roll

the dice (more than once if required). The person with the card that matches the dice places it in the playing area. The game then continues clockwise.

**HOW TO PLAY:** As in a traditional **game of dominoes**, the player whose turn it is can place one of their cards in the playing area, by connecting to a card which shares either a colour or a Smiley with the card being placed. **Special cards are used as 'wildcards'**. Smiley special cards count as any card with that Smiley, whereas colour special cards count as any card of that colour (see yellow arrows in the picture).

If you can play a card that **connects to two cards** on the table (see green arrow) as a reward have another turn straight away, and so on.

**SPECIFIC RULES:** - The cards in the playing area cannot exceed a 6 x 6 grid: only one column for each colour and one row for each Smiley.

- On your turn, you can switch wildcards with cards in your hand, as long as they correspond, and then reuse them.
- If you cannot play any card, take a new card from the top

deck and

play then passes to the next player.

- If a special card cannot be played (because all six cards with that Smiley or colour are already in play), then you can discard it as part of your turn and still play a further card.

**WINNING THE GAME:** The game ends when a player, the winner, places their last card.





## GAME n°5 THE LAST ONE



**AIM OF THE GAME:** To be the first player to run out of cards.

**SETTING UP:** The 36 basic cards plus the 6 colour special cards are shuffled. Each player is then dealt **5 cards**. If playing with more than 7 players only distribute the first 37 cards. The rest are placed face down in a **Draw Pile**. The top card is taken and placed into a **Discard Pile**. The youngest player starts, and the game then continues clockwise.

**HOW TO PLAY:** On their turn, a player can put one of their cards onto the Discard Pile, providing it has **either the same colour or the same Smiley** as the card on top of the Discard Pile. If for example the card on top of the Discard Pile is the GREEN WINK, then the current player can discard any green card (including the GREEN colour special card) or any WINK card. If a player has no matches, they must draw a card from the Draw Pile. If that card matches, it can immediately be played. Otherwise, the game moves to the next player.

When a player remains with **only one card**, they must say '**LAST!**'. If they are caught by another player not saying '**LAST!**' **before next card has been played**, as a **penalty two cards** are taken from the Draw Pile.

If on top of the Discard Pile there is an action card, the action from that card applies and must be carried out as follows:



**SURPRISED = Reverse:** if going clockwise, switch to counter-clockwise and vice versa.



**SAD = Miss a turn:** the next player has to miss their turn



**ANGRY = Draw Two:** The next player has to pick up two cards and forfeit their turn, unless they have another ANGRY card. If so, they can play it, and next player has to pick up 4 (2+2) cards, and so on.



**HAPPY = Wildcard:** this card represents all six colours, and can ALWAYS be placed on any card. The player has to state which colour it will represent for the next player.

Please note that when the Draw Pile becomes depleted, take the Discard Pile (apart from the most recently discarded card), shuffle the pile, and use it to create a new Draw Pile.

**WINNING THE GAME:** The game ends when a player, the winner, discards their last card.



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**SMILEY  
GAMES**



**5** different games with **48** cards and **2** special dice.  
Improve your memory skills, speed of thought and visual  
perception as well as strategic planning and concentration  
skills. Play with two, three, four... up to ten players!  
Are you ready to play?



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