



Spooky Boo!

F GB D E I P NL S DK RUS

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GB



Age : 8 to 99



2 to 4 players



Includes: 54 cards



Aim of the game: Be the first to get the value of your cards down to 5 points or less.



Getting the game ready: The game is played in 5 rounds. At the start of a round, shuffle the cards and deal 4 to each player. Players must not look at their cards. The rest of the cards forming the deck are stacked, face down, in the middle of the table.

The players lay out their 4 cards in a 2 x 2 square in front of them, face down. Without showing anyone else, they look at and memorise the 2 cards directly in front of them and put them back, face down.

Playing the game:

The youngest player starts, then play continues in a clockwise direction. The first player picks up a card and looks at it without showing anyone. They then have 2 options:



1. Throw this card in the discarded pile, face up. If they wish, they can use this card's power if it has one (see "Card powers").

2. Add this card to their hand, placing it where they want, face down. They then discard the card that they replaced, face up.

- Then it is the next player's turn. They can decide between the following:
1. Take the card discarded by the previous player and add it to their hand. They also then discard the replaced card.
 2. Draw a new card and choose either of the 2 options above.

As the game progresses, the players try to reduce the value of their hand (the total of the values of the cards placed in front of them) by replacing their cards with cards drawn and/or swapped with other players to get down to 5 points or less.

Card powers



The player can look at one of their cards and put it back in its place, face down.



The player can look at a card in an opponent's hand and put it back in its place, face down.



The player can swap one of their cards with an opponent's card. The swapped cards must not be seen by the players and are put back, face down, in the corresponding hands.



The player can look at a card in an opponent's hand and, if they wish, swap it with one of their own cards. The swapped cards are put back, face down, in the corresponding hands.

Card values

The value of the cards is shown on each card.

For example:



-1 point



0 point



5 points



15 points

End of the game:

Whenever a player thinks they have 5 points or less, they say “Spooky Boo!” and the round ends.

All the players turn their cards face up and add up the value of their hand.

- If the player who said “Spooky Boo!” really does have 5 points or less: they get a result of zero and the other players add up their own points.
- If the player who said “Spooky Boo!” is wrong and has more than 5 points: they take 10 points as a penalty and the other players get a result of zero.

All of the cards are shuffled and the players start a new round.

At the end of 5 rounds, the player with the least points wins the game.