

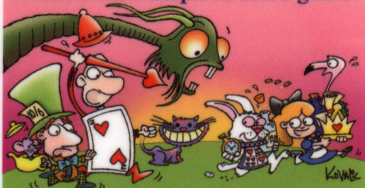
A number of cards in the deck show the color green, rather than orange or purple. There are also cards that show a triangle-shaped cat. The color green and the triangle cat do not appear on the player cards, which means the players must look for other characteristics that may match their player cards!

Some cards do not match *any* characteristics shown on the player cards. These are designed to fool players into taking unwanted cards, so everyone must pay close attention!



MUNCHKIN® WONDERLAND

A Munchkin-inspired kid's game!



munchkin.sjgames.com/wonderland

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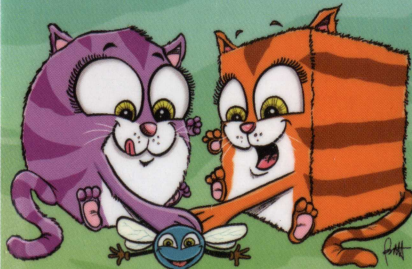
Thanks to everyone who joined us at BGG Con 2016 for our secret playtest session, with a very special thank you to Andrew Wolf!

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superkittybugslap.sjgames.com

SUPER KITTY BUG SLAP™



STEVE JACKSON GAMES

Contents

A super-fast game for 3 to 5 players, with 52 cards (4 player cards and 48 game cards).

You need a way to keep score. Scratch paper works!

Choose one player to be the first dealer. The game will last for as many rounds as there are players, so each player will be the dealer once.

Setup

The dealer mixes up the four player cards and randomly deals one to each of the other players (the dealer does not get a player card and will not be slapping cards in this round). Any unused player cards are removed from play.

Then the dealer shuffles the remaining 48 cards to form the deck.

All players must be able to easily reach the center of the play area.

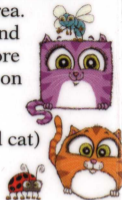


Player Cards

Playing the Game

During each round, the dealer holds the deck face down and deals the top card, face up, to the center of the play area. The other players try to slap and take cards that match one or more of the characteristics shown on their player cards:

- Shape (square cat or round cat)
- Bug (fly or ladybug)
- Color (orange or purple)



The dealer should turn over cards fast enough to keep play moving, but slowly enough that the player who took the last card can still compete for the next one.

The first player to slap a card must take it, even if that player slapped it by mistake.

Two or more players may slap the same card at once. The dealer must resolve any disputes over cards. If the dealer cannot decide which player gets a card, then the dealer must remove that card from play.

If the dealer turns over a card and no one slaps it, the dealer must then remove it from play before dealing the next card.

The round ends when all cards have been either slapped or removed from play.

Scoring

Each player gains 1 point for each correctly matched card. Each player loses 2 points for each card that does not match. Cards removed from play do not affect scores. It is possible for a player to have a negative score.



Players record their scores.

Next Round

At the end of the round, the player to the dealer's left collects all of the cards, including all four player cards and any cards that had been removed from play. That player becomes the new dealer and a new round begins with the Setup steps.

End of the Game

The game ends after all players have dealt one round. The player with the highest combined score after the last round is the winner.