

Game Play: Play starts clockwise. Each player uses their turn to play a card onto the discard pile. If you do not have a card that plays, you must draw one card from the deck. You can play the card you drew if it is playable; otherwise you lose your turn. The hand continues until one player goes out. Players who still have cards count how many points they've scored. The scores are written down and another hand begins.



Playing Number Cards: When a number card is played, its number contributes to "the count". The count is the sum of all number cards played on the discard pile. Number cards can be played at any time as long as the count does not exceed 30 or go below zero.

Each time you play a number card, you must announce the count. If you do not announce the count or call the count incorrectly, you have to draw one card as a penalty.

Example: If you go first and play a 2, you must announce "Two" If the next player plays a 6, they must announce "Eight." If the third player then plays a -5, they must announce "Three."



COUNT IS 2



COUNT IS 8



COUNT IS 3

Some number cards have actions on them. When these cards are played, first announce the count and then follow the instructions on the card.



COUNT IS 12

Example: If you play a Lose a Turn card, you must announce that the count is now 12. Then the action is carried out and the next player loses their turn.



Playing Jump To Cards: Jump To cards can be played at any time. When a Jump To card is played, the count immediately changes to the number shown on the Jump To card.

Example: The count is 12. The next player plays a Jump To 30 card. The count is now 30. You then play a Jump To 10 card. The count is now 10.



COUNT IS 12



COUNT IS 30



COUNT IS 10

Like number cards, you must announce the count when you play a Jump To card.



Playing Discombobulation Cards: A Discombobulation card can be played at any time. Each Discombobulation card requires all players to participate in a challenge. The loser of the challenge draws 3 cards into their hand.

After the challenge is completed or a new rule established (depending on the type of challenge), the Discombobulation card clears the discard pile and resets the count to zero. The person following the player of the Discombobulation card then resumes play.

There are 18 unique Discombobulation cards. Refer to the rules printed on the cards for details about each challenge. There are three general types of Discombobulation challenges: Move Fast, Think Fast, and Memory challenges.

Note for Beginners: The first time you play Discombobulation, you only need to know the rules of the three Move Fast challenges before you begin to play. Read the rules of these challenges to all players before you begin. When other Discombobulation cards are played, read the rules on the card aloud to all players before the challenge starts. This will help you learn the game as you play.

"Move Fast" challenges – don't get caught spacing-out. When someone plays a "move fast" card, the player with the slowest reflexes will draw. Move Fast challenges include:

- Monkey See Monkey Do
- Slap It!
- Echo

Example: Monkey See Monkey Do – the player of the card immediately makes a motion and holds it, like pinching their ear. The last person to mimic the motion draws.

"Think Fast" challenges – be ready to put your brain in high gear. When someone plays a "think fast" card, you must keep the challenge going by coming up with a correct response **WITHIN FIVE SECONDS**. The first player to make a mistake must draw. Move Fast challenges include:

- | | | |
|----------------|---------------|---------------|
| Maestro | Time to Rhyme | Mr. List |
| Interrogator | Famous Names | Title Recital |
| Odds and Evens | Spelling Bee | Thesaurus |

Example: Mr. List – the player of the card identifies a category, like "American cars." Then, he/she lists an item that fits in that category. The next player must then list a different item that fits in the category. Listing continues until someone messes up.

"Memory" challenges – the player who easily forgets will draw. When someone plays a memory challenge, the count is reset to zero and play continues. However, players must remember to abide by a new rule as they play. The first player to break the rule has to draw. Memory challenges include:

- | | | |
|---------------|--------------|---------------|
| Alias | Pass a Law | Prop Comic |
| Queue the Zoo | Impersonator | Ventriloquist |

Example: Alias – give each player a name that fits within a theme, like "superheroes". Play continues and you must remember to call each other by the new names. The first player to slip must draw.

IMPORTANT: When a memory challenge is in play, it only lasts until the first time the rule is broken and a player draws. This ends the challenge. Keep the card face up as long as the challenge is in effect. Note: memory challenges are temporarily suspended when a Think Fast or Move Fast challenge is underway.

Disputing a Player's Response: During Discombobulation challenges, it is the responsibility of all players to dispute responses that are incorrect and identify when someone has broken a rule. When a response is disputed or someone claims a rule was broken, this temporarily stops the game and all players vote (with thumbs up or down).

If a majority votes that the response was incorrect or rule broken, the challenge is over and the player draws three cards. If the majority votes that the response was okay or if there is a tie vote, the Discombobulation challenge continues.

Playing Your Last Card: If you play a number card with an action or a Discombobulation card to go out, the card's action or challenge is not carried out. The hand is over as soon as your last card is played.

Scoring: At the end of each hand, cards remaining in your hand give you the following points:

- Number Cards 1-5 = 5 points per card
- Number Cards 6-10 = 10 points per card
- Number Cards 11-15 = 15 points per card
- Negative Cards = 20 points per card
- Jump To Cards = 30 points per card
- Discombobulation Cards = 50 points per card

The player that has the least amount of points after three hands wins the game!