

WHACK-A-Critter





Game Play Rules

BASED ON THE CLASSIC SLAP JACK GAME

OBJECT OF THE GAME

The goal is to win all the cards, by being first to slap each "WHACK" as it is played to the center.

THE DEAL

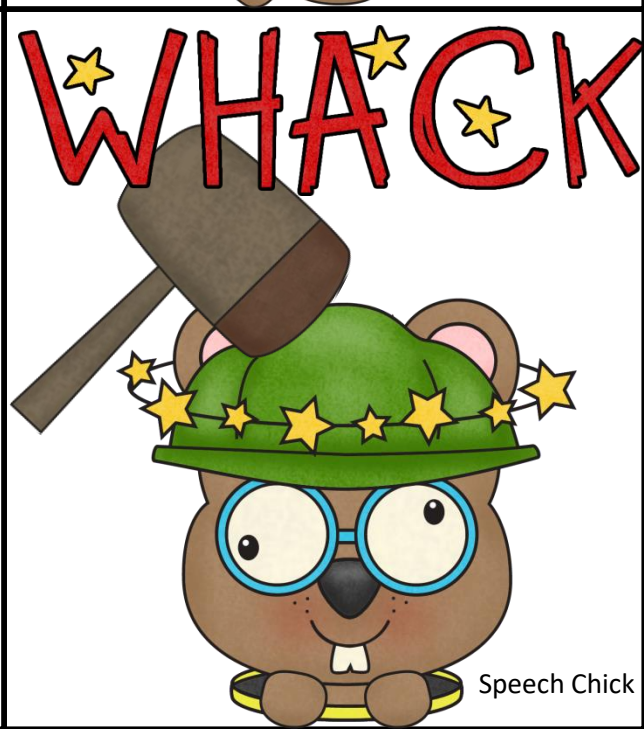
Deal cards one at a time face down, to each player until all the cards have been dealt. The hands do not have to come out even. Without looking at any of the cards, each player squares up their hand into a neat pile in front of them.

THE PLAY

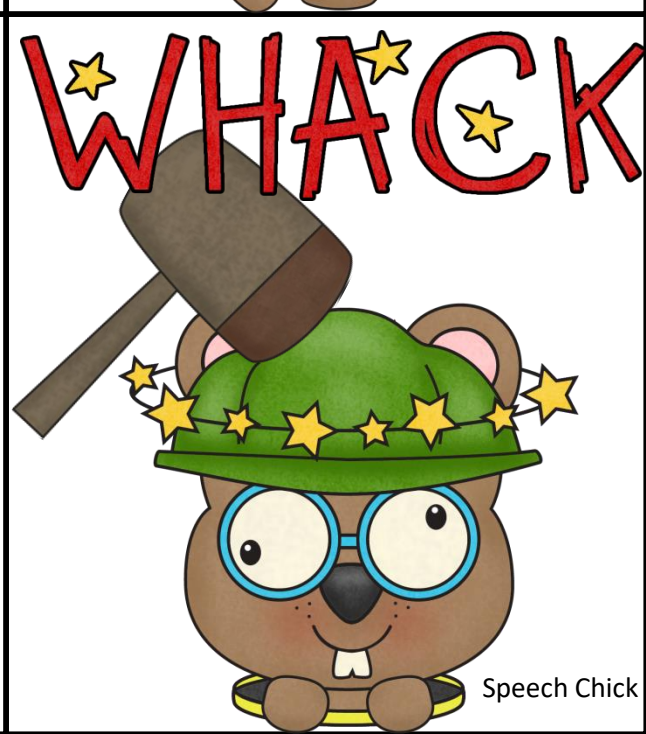
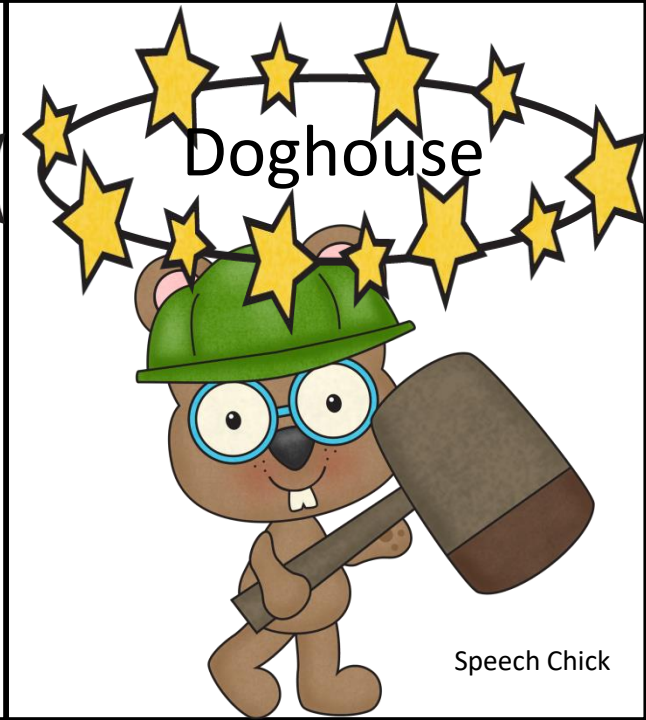
Beginning on the dealer's left, each player lifts one card at a time from their pile and places it face-up in the center of the table. When the card played to the center is a "WHACK", the fun begins! The first player to slap their hand down on the "WHACK" takes it, as well as all the cards beneath it. The player winning these cards, must say all the words they won and turn them face down, places them under their pile of cards, and shuffles them to form a new, larger pile.

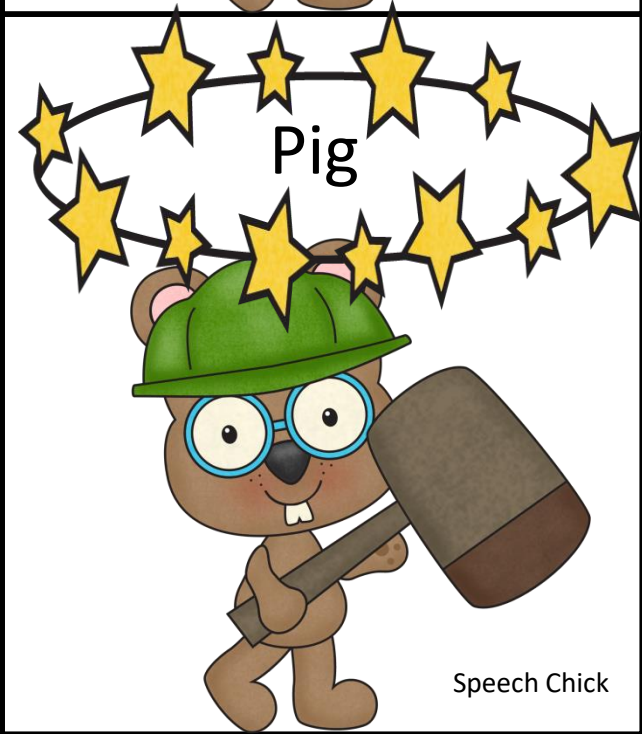
When more than one player slaps at a "WHACK", the one whose hand is directly on top of the "WHACK" wins the pile and must say all the words they won. If a player slaps at any card in the center that is not a "WHACK", they must say and give one card, to the player of that card. When a player has no more cards left, they remain in the game until the next "WHACK" is turned. The player may slap at the "WHACK" in an effort to get a new pile. If the player fails to win that next pile, they are out of the game.















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