

face off!

AGES: 7 to Adult

NUMBER OF PLAYERS: 3 to 9

THE SCENE

You are on a wild adventure in a far-away land, trading gems with strange and exotic natives. The scene is frantic! All around you, people are clucking like chickens, oinking like pigs, bulging open their eyes, sticking out their tongues. They're using wild native signals to bargain for rubies, jade, emeralds, pearls.... Now it's time for *you* to join the action.

Get ready for some fast and frantic fun! It's Face Off!™

IT'S WILD

Everyone is trading gem-cards fast! Be first to collect all 9 cards of a single gem, and you'll win the riches!

Quick, how many cards do you need for a complete set of nine? Use the wild Trading Signals to let your opponents know!

Need one card? Then cluck like a chicken! Need two cards? Oink like a pig! Need three cards? "Baaaa-baaa" like a lamb! Need four cards? "Gobble" like a turkey!

Trade cards with anyone who signals the same number back to you. Everyone keeps trading cards, fast, 'til someone has all nine cards of a single gem. It's a frantic race to the finish!

THE OBJECT

To be the first player to score 500 points. Points are scored by gathering in your hand a complete set of a single gem. (*Example*, all 9 of the Rubies, or all 9 of the Emeralds, etc.)

THE RICHES

Each *Face Off!*™ game set includes:

- 8 Signal Cards - These are printed with pictures of the various wild Trading Signals. They should be spread around the table, and are simply for reminding everyone which trading Signals are being used during the hand.

- 99 playing cards - These include 9 different suits (gems): Diamonds, Emeralds, Rubies, Sapphires, Pearls, Opals, Amethyst, Topaz and Jade. Each of the nine suits has 9 "Basic Gem Cards," 1 "Grin Card," and 1 "Wild Thing Card." (The "Grin" and "Wild Thing" cards are used for Advanced Play only.)

HOW TO PLAY FACE OFF!™

DEALING THE CARDS

1. First discard all of the "Wild Thing" and "Grin" cards from the deck. (These are used for Advanced Play only.)

2. Now select one complete 9 card gem-suit for each person playing. (*Example*: if you have 3 players, select 3 suits; say, a complete set of Diamonds, a complete set of Emeralds and a complete set of Rubies.) Put away the remaining suits and forget them... They won't be used the entire game.

3. Now, choose a Dealer. The Dealer shuffles the cards and deals 9 to each player, all face down.

4. Pick up your cards. (Don't let anyone else see them!)

5. Arrange your cards by suit and decide which gem you're going to collect. Remember, the only way to score points is by collecting a complete set of a single gem. So it's usually best to collect the gem of which you already hold the most cards. (*Example*, if you already have mostly Rubies in your hand, go for those.)

6. The Dealer chooses a set of Trading Signal Cards, and spreads them around the table for everyone to see. These Signal Cards are simply for reminding everyone which crazy Trading Signals are being used during the hand. For this first hand, at least, use Signal Set A, with the Chicken, Pig, Lamb, and Turkey signals. (See Trading Signal Cards section.)

THE START

When everyone is ready, the Dealer says, "Face Off!" and play begins.

THE PLAY

Well, it's pretty simple:

- Select from your hand 1 to 4 cards of a gem that you DO NOT want to collect. *These cards must all have the same suit.* You will trade away these cards, in hopes of getting the cards that you do want in return. (Don't let anyone see what they are.)

- Since you are in a strange and exotic land, you must use strange and exotic signals to trade your cards:

- Use the special Trading Signals to let your opponents know how many cards you want to swap. For example:

- To signal that you want to trade **1 card**, **cluck** like a chicken.

- To signal that you want to trade **2 cards**, **oink** like a pig

- To signal that you want to trade **3 cards**, **bleat** like a lamb ("baaaa-baaaa")

- To signal that you want to trade **4 cards**, **gobble** like a turkey

- Likewise, if you are using Signal Set B—the "Faces" Signal Set—then: To trade **1 card**, you'd stick out your **tongue**; to trade **2 cards**, you'd open your **eyes** as wide as you can; etc.)

- YOU CAN TRADE CARDS WITH ANYONE WHO SIGNALS THE SAME NUMBER BACK TO YOU. Everyone trades with each other at once, as fast as they can... *There's no taking turns.*

- Keep trading, fast, until someone has all 9 cards of the same gem. If you get there first, slap your cards onto the table and shout, "Face Off!" You've won the hand!

HOW TO SCORE

Look at your cards and notice that each suit of gems is worth a certain number of points. For example, a Diamond collection is worth 100 points; a Ruby collection is worth 90 points; and so on. *Only the winner of each hand scores points... Equal to the number marked on his or her suit of cards.*

THE WIN

The winner of each hand becomes the Dealer for the next hand, and gets to choose the Trading Signals for the hand.

The WINNER of the game—the whole shebang—is the first player to score at least 500 points. (This will take several hands.)

THE TRADING SIGNAL CARDS

There are 4 different Signal-Sets that can be used for signaling the number of cards you want to trade. The Trading Signal Cards simply remind everyone which Signal-Set is being used during each hand. The Dealer gets to choose the Signal-Set from among the following groups:

Signal-Set A

- 1 = clucking like a chicken ("bk bk bk")
- 2 = oinking or snorting like a pig ("oink-oink" or "hrongk-hrongk")
- 3 = bleating like a lamb ("baaaa-baaaa")
- 4 = gobbling like a turkey ("hobble-gobble")

Signal-Set B

- 1 = sticking out your tongue
- 2 = opening your eyes as wide as you can
- 3 = opening your eyes and your mouth as wide as you can
- 4 = screwing up your face like you've sucked on a sour lemon.

Signal-Set C

- 1 = mooing like a cow ("mmmoooo-oo")
- 2 = barking like a seal ("ark ark ark")
- 3 = hooting like a monkey ("hu-hu-hu")
- 4 = braying like a donkey ("hee-haw")

Signal-Set D

- 1 = darting your tongue like a snake
- 2 = panting like a tired puppy
- 3 = opening your lips like a fish gasping out of water
- 4 = twisting and shaking like a wet dog after a bath

ADVANCED PLAY

THE "WILD THING" AND "GRIN" CARDS

For ADVANCED play, add the "Wild Thing" and "Grin" Cards to the game. When these are used, each complete suit has eleven cards: 9 normal Gem Cards plus the correct Wild Thing Card and Grin Card.

Shuffle and deal these special cards separately so each player gets one Wild Thing Card and 1 Grin Card.

The ONLY way to trade a Grin Card is by doing the "Grin Signal": **Grin like a nut.**

The ONLY way to trade a Wild Thing Card is by doing the "Wild Thing" Signal: **This is a signal that the Dealer gets to create for that hand.**

(Here are some suggested Wild Thing Signals: **Move every part of your face as fast as you can**, in every possible direction; or, look like you're trying to **kiss** someone; or, look like you're a **super-hero**; or, look like you're about to **sneeze**; or, look like you're about to **get sick**; or, **roll your head** around in circles; or, **slap** your own face; or, **flip your tongue** quickly in and out against your lip and **make a wild noise**. (Use your imagination!)

Wild Thing Cards may be traded only with other Wild Thing Cards. DO NOT trade them among other cards of the same suit. (In other words, they must be traded individually.)

If you incorrectly trade a Wild Thing Card or a Grin Card with any other card, then:

- The player that you've mistakenly traded with stops the game momentarily by shouting, "Wild thing, Wild thing!")
- Everyone does the "Wild Thing Signal" at you for 3 seconds...
- 50 points are subtracted from your total score... and play resumes.

THE WIN, ADVANCED VERSION

If you win the Advanced Version of *Face Off!*[™], signal your victory by slapping your cards onto the table, and shouting the following speech, without showing any part of your teeth: "*Face Off!*.. [your name] has all of the [gem's name] and is a totally awesome player!"

If you show *any* part of your teeth during the victory announcement, the rest of the players immediately do the "Wild Thing" Signal at you... and 50 points are subtracted from your total score.

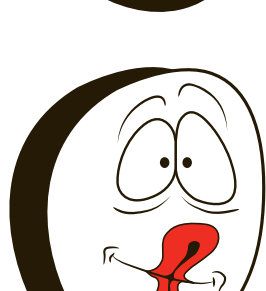
TIDBITS AND HINTS

- If you have any trouble trading away a particular set of gems, you may want to break up the suit and trade it in smaller sets. Just change your signal and trade the smaller number. (For instance, you can trade away 4 cards in a couple sets of two.)
- If eating snacks, please swallow *before* playing each hand. Global Giggles is not responsible for chips and drinks sprayed over opponents or lodged in nasal cavities during play. Messy, messy, messy...

© MCMXCI, MMXVII Global Giggles

All Rights Reserved

face off![™]



© MCMXCI, MMXVII
Global Giggles
Del Mar, CA 92014, U.S.A.
All Rights Reserved.

Keep this address for future reference:
Global Giggles
112 15th Street #581, Del Mar
CA 92014 U.S.A.

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.

www.FaceOffCardGame.com