

Ages 7 & Up

2 or More Players



RULES

Getting Started

Shuffle the deck and deal each player 5 cards. Put the remaining cards back in the box.

How To Play

The goal of the game is to find the objects on your cards. Every time a player finds an object, he or she yells it out and shows the card to the other players. If everyone agrees the object has been found, the player places the card into his or her own discard pile and selects another card from the top of the deck. *(Note: all objects must be found outside of the car the player is in).*

How To Win

The first player to discard 10 cards wins!!!

Special Cards

Each deck contains the following special cards:

- **Swap Me Cards**

If a player gets a **Swap Me** card, the player may swap any card in his or her hand for another card in the deck. To use a **Swap Me** card, place it and one unwanted card at the bottom of the deck and

then take 2 new cards from the top of the deck.

- **Hear It Cards**

If a player gets a **Hear It** card, the player must hear something (like a siren, for example) in order to discard the card. The noise may not come from the car the player is in.

- **Smell It Cards**

If a player gets a **Smell It** card, the player must smell something (like a skunk, for example) in order to discard the card. The smell may not come from the car the player is in.

- **Feel It Cards**

If a player gets a **Feel It** card, the player must feel something (like the car driving over a big bump) in order to discard the card.

Other Rules

- If a player can't find any of the objects on his or her cards and doesn't have any **Swap Me** cards, he or she may swap up to 2 cards from his or her hand for 2 new cards. A player may do this only once during a game.
- Sometimes players will disagree on whether or not an object someone found should count. If you're unsure whether an object should count and can't decide amongst yourselves, ask an adult for help.

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