



INSTRUCTIONS

 **2 TO 4 PLAYERS**

 **CONTENTS:**

- 60 Playing Cards
(12 Happy Day, 48 Yucky Day)
- 3 Side-By-Side Gameboards
- 12 Chips

WILL YOU HAVE A HAPPY DAY?

You never know what kind of a day you'll have when you play Happy Day!

That's because there are all kinds of crazy cards to deal with! "Worm in your apple" cards. "Gum in your hair" cards. Dozens of crazy calamities in all! Your opponents will be playing these Yucky Day cards against you....and you against them.

Plus, there are "wild" Happy Day cards that can be used to match any Yucky Day card! Whoever can't match cards by color and number, gets stuck with unwanted Yucky Day points!

Best of all, everytime you play a card, you get to call out the action pictured on it! Here's what we mean:



Now that you know a little bit about the game, read the game rules that follow and have a Happy Day!

OBJECT:

Collect the least amount of points at the end of 9 rounds and have the happiest day.

SET-UP:

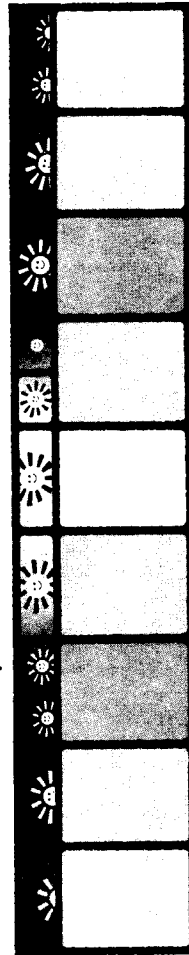
1. Place the 3 gameboards side-by-side so that they form one continuous playing board. See Figure 1.

2. Mix up the 12 chips and place them on the gameboard "sun spots" with numbers facedown. See Figure 1.

1. (Some spaces will have 2 chips on them.)

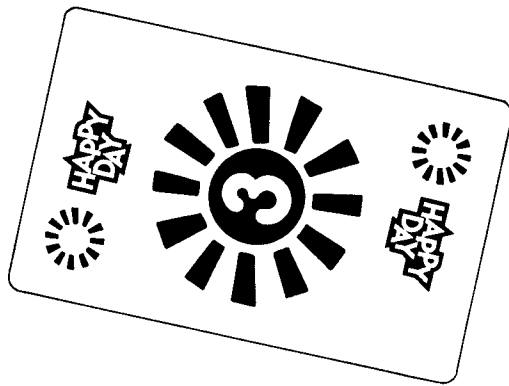
3. Shuffle the cards and deal them one at a time, facedown, until each player has 5 cards. Place the rest of the cards facedown in a pile next to the gameboard.

FIG. 1. Place chips with numbers down on "sun spots" below.



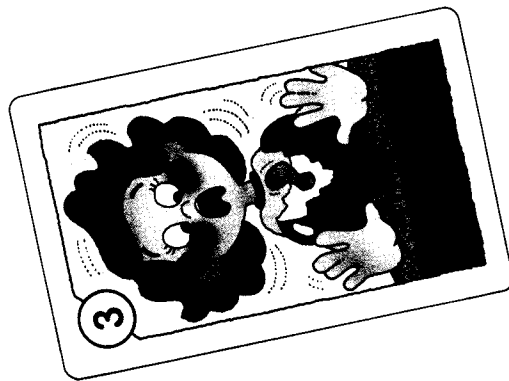
HOW TO PLAY:

1. Pick up your 5 cards. Don't let the other players see what your cards say. There are 2 kinds of cards you will be using:



HAPPY DAY CARDS

Use Happy Day cards as "wild cards" to help you have a happy day.



YUCKY DAY CARDS

Use Yucky Day cards to help stop an opponent from having a happy day.

NOTE TO PARENTS:

Every Yucky Day card has a picture and a caption. Children should be able to understand most of the cards by looking at the pictures. However, during the first few rounds, younger players may need to ask you what their cards say.

2. The youngest player with a Yucky Day card starts the game. If you are the first player, select a Yucky Day card (from your 5 cards) and place it on the first space of the board. See Figure 2. Next, call out *any* player's name and inform that player that he or she will experience the yucky event shown on the card.

For Example: If the card you place on the board says, "Fly in your cereal..." you say "There's a fly in your cereal..." (Call out *any* player's name.)

3. **Matching a Yucky Day Card:** The called-on player must now try to match the Yucky Day card. This can be done in either of 2 ways:

- The called-on player should try to place a Yucky Day card from his or her hand faceup on top of the played gameboard card. **It must match by number and color.** See Figure 3.

For Example: If the called-on player has a "Worm in your apple" card that matches by color and number, he or she would place the card faceup on the played card and say, "I don't have a fly in my cereal, but you (call out *any* player's name) have a worm in your apple!"

- If the called-on player *doesn't* have a matching Yucky Day card, he or she should try to place *any* Happy Day card faceup on the top of the played card. Happy Day cards are "wild" and can be used at *any time* to match another card. (They should be saved for when you really need them.) See Figure 4.

For Example: If the called-on player has a Happy Day card, he or she would place the card faceup on top of the played card and say, "No, I don't have a fly in my cereal, I had a Happy Day. How about you..." (Call out *any* player's name.)

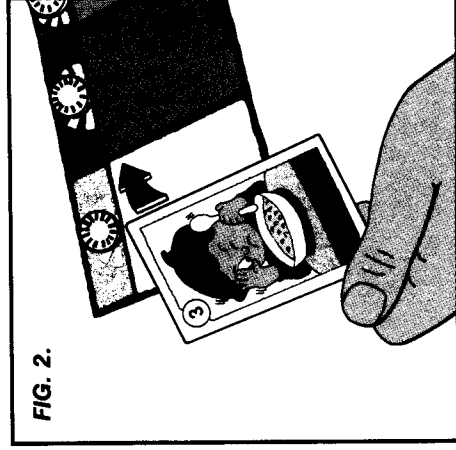


FIG. 2.

Place a Yucky Day card on the first space of the board.

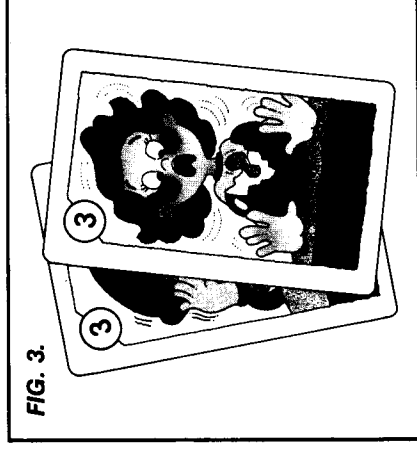


FIG. 3.

Cards must match by color and number.

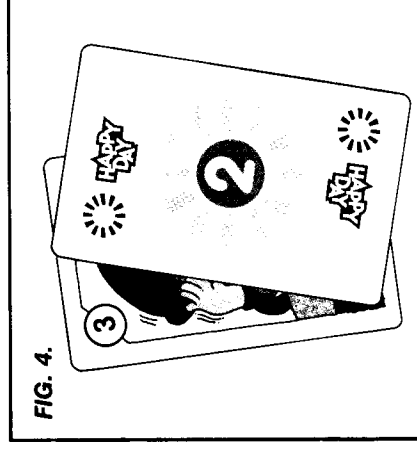
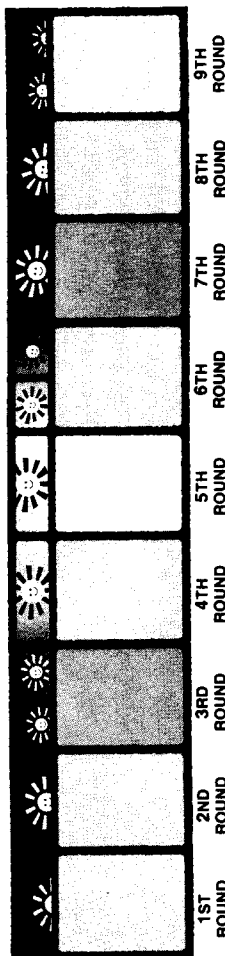


FIG. 4.

Use a Happy Day card to match any other card.

FIG. 5.



4. **Matching a Happy Day Card:** The next card played on top of a Happy Day card can be *any* other Happy Day card, or a Yucky Day card that matches by color and number. See more about Happy Day cards later on in this booklet. If the next called-on player also played a Happy Day card, he or she would say, "Yes, I also had a Happy Day, how about you..." (Call out *any* player's name.)

5. Play continues in this manner until a called-on player *does not* have a matching Yucky Day card or Happy Day card to play.

6. **Ending a Round:** The first called-on player who *does not* have a playable card loses the round. As a penalty, the loser must take the chip located above the first space of the gameboard. (Keep your chip with the number facedown so other players can't see it.) The round is then over.

NOTE: If you lose a round on a space with 2 chips, you must take both chips.

7. To start the next round (and every round), all players replenish their hands back to 5 cards from the pickup pile (facedown card deck). The loser of the last round starts the next round by placing any one of his/her cards on the next board space and calling out another player's name. Each space on the gameboard is used for a different round. See Figure 5.

8. Play each round as explained previously until all 9 spaces (rounds) on the gameboard have been completed.

9. Occasionally, the cards in the pickup pile may run out before all 9 rounds are played. When this happens, simply take the cards from all spaces except the last one played and reshuffle them for use in the pickup pile.

10. When all 9 rounds have been played and all the chips have been taken, everyone turns over their chips and counts the points they have collected.

WINNING THE GAME:

After 9 rounds of play, the player with the least amount of points has the happiest day and wins the game!

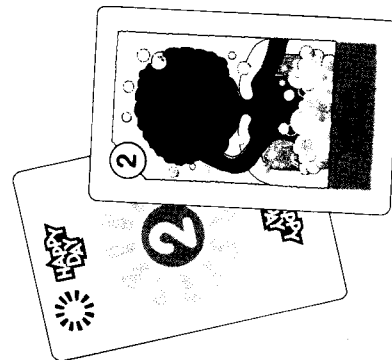
MORE ABOUT HAPPY DAY CARDS

As you have already learned, Happy Day cards can be played at *any time* on top of any other card, including another Happy Day card -- regardless of color or number. It is to your benefit to play Yucky Day cards whenever possible, and save your Happy Day cards for when you need them.

Each Happy Day card has a color and a number on it. A Yucky Day card must have a matching color and number to be played on top of a Happy Day card.

For Example: If the played Happy Day card has an *orange #2* on it, you *would play an orange #2* Yucky Day card on top of it. If your Yucky Day card pictures someone with soap in his eyes, you would put that card facedown on the board space and say, "I had a happy day, but you (pick a player) got soap in your eyes."

FIG. 6.



To play a Yucky Day card on top of a Happy Day card, match the color and number.

HERE'S AN IMAGINARY ROUND FROM A 3-PLAYER GAME:

Let's imagine that you are playing *Happy Day* with Bob and Barbara. You start the game by placing a Yucky Day card facedown on the first space of the gameboard. The card says "Fly in your cereal." You decide to call out Bob's name and say "There's a fly in your cereal, Bob!"

Bob must then try to place a Yucky Day card (from his hand) facedown on top of your card. Remember, his card must match *by number and color*.

Bob does happen to have a matching Yucky Day card. It says "Worm in your apple." Bob places the card facedown on top of yours and says, "I don't have a fly in my cereal, but you have a worm in your apple, Barbara!" (Bob could have chosen any player, including you.)

Barbara doesn't have a matching Yucky Day card, but she does have a Happy Day card. So she places it facedown on the last card played and says, "No, I don't have a worm in my apple. I had a happy day. How about you, Bob?"

Bob doesn't have a Yucky Day card that matches by number and color, but he also has a Happy Day card. He places his Happy Day card facedown on the last card played and says, "Yes, I also had a Happy Day. How about you?" (This time he points to you.)

Unfortunately, you don't have a matching Yucky Day card or a Happy Day card. So you have to take the chip above the space on the gameboard. This ends the round.