

OBJECT

Be first to complete a trip around the island by matching Wuzzle Cards.

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1 gameboard • 1 deck of 54 cards • 4 pawns

SETTING UP

1. Open up the gameboard and lay it flat, within reach of all players.
2. Each player chooses a pawn and places it on the START space at the beginning of the gamepath. Place any unused pawns aside, out of play.
3. Choose a player to deal. The dealer shuffles the cards and deals 5 cards facedown to each player, then places the rest of the cards facedown near the gameboard to form a drawpile.

PLAYING

1. The youngest player goes first. The game then continues to the left in a clockwise direction.
2. THE CARDS: In the card deck, there are 9 cards for each of the 6 Wuzzles characters. Each card pictures a Wuzzles character, the character's name, and a number (either 1, 2, 3, or 4). All Moosel cards show a 1; Bumblelion cards and Rhinokey cards show a 2; Eleroo and Hoppopotamus cards show a 3; and Butterbear cards show a 4.
3. OBJECT/BASIC PLAY: The object of the game is to try to collect 3 matching Wuzzles cards and play them so you can move your pawn ahead on the gamepath toward the Finish Space. On your turn, you collect cards in two ways: by asking players for cards you need, and by taking cards from the drawpile. Every time you collect 3 matching cards, you can play them on the discard pile (next to the drawpile), then move your pawn ahead on the gamepath by the number shown on the cards. For instance, if you play 3 Rhinokey cards, you can move your pawn 2 spaces ahead on the path. First player to play enough matching sets to get to the FINISH Space is the winner.
4. On your turn, ask a player—any player—if he or she has a card you need. The card you ask for must be a card in your hand.
 - A. If the player has one or more of the card you ask for, he or she must give all of them to you. Put the card or cards in your hand, then take another turn. As long as you keep getting cards from other players, you can keep asking any player for any card you need, until someone tells you to Snuzzle a Wuzzle! See B, below.
 - B. If a player doesn't have a card you ask for, that player says, "Snuzzle a Wuzzle!"—which means you have to take a card from the drawpile. But before you Snuzzle, play any matching sets you may have in your hand (see Rule 5).



Race around the magical Land of Wuz with 6 of your favorite Wuzzles: Moosel™ Bumblelion™, Rhinokey™, Eleroo™, Hoppopotamus™, and Butterbear™! The trip begins at Eleroo's house. Your destination: the FINISH space at Bumblelion's house, where all the Wuzzles await you!

Collect and play matching Wuzzle Cards to move your pawn around the island. Along the way, watch out for sudden weather changes—a rainy day could mean delay! First one to the FINISH wins the game—but whether you win or lose, you'll get to Snuzzle a Wuzzle on every turn!

5. At any time before you Snuzzle a Wuzzle, you can play 1 or more sets of matching cards. To do this, take the cards out of your hand and play them faceup on the discard pile for everyone to see. Then move your pawn ahead by the number shown on the card. For instance, if you play 3 Butterbear cards, you must move your pawn ahead 4 spaces.

Once you Snuzzle, your turn is over, even if the card you draw gives you a matching set—so play any matches you have before then!

NOTE: You can only play 3 matching cards at a time. If you have 4 or more matching cards, keep the extras in your hand to form another set later.

6. Your pawn can pass any number of other pawns as you move it along the path. And any number of pawns can occupy the same space.

7. RAINCLOUD AND SUNSHINE SPACES: The weather in the Land of Wuz could have an effect on how fast you finish. Two of the spaces along the path have rainclouds on them, and an arrow pointing backwards. When you land on one of these spaces, you must move your pawn back to the space shown by the arrow.

But in the Land Of Wuz, there's always sunshine just around the corner! That's where you'll find the 2 sunshine spaces, with arrows pointing ahead on the gamepath. When you land on a sunshine space, move your pawn ahead to the space shown by the arrow.

8. You may try to collect certain cards to land you on a sunshine space, so you can move ahead. On the other hand, you may end up with 3 matching cards in your hand that would land you on a raincloud space! So here's a rule that should come in handy: you don't have to play a set of matching cards if you don't want to. Just keep them in your hand until it's to your advantage to play them. But you may risk losing them to another player while you're waiting!

9. If you play your last card, take one from the drawpile. This ends your turn.

If someone takes your last card, take one from the drawpile as soon as that player's turn is over.

10. RUNNING OUT OF CARDS: If the drawpile runs out, just shuffle the discard pile and place it facedown to form a new drawpile.

WINNING

Keep asking for cards you need on your turn, and Snuzzling when a Snuzzle is called for. The first player to land on the FINISH space (the last blue space) wins the game! It's not necessary to land on the FINISH space by exact count.