

CONTENTS:



200 CARDS



1 DIE



[BACKSIDE/COUNTERCLOCKWISE]



[CLOCKWISE]



8 IN/OUT CHIPS



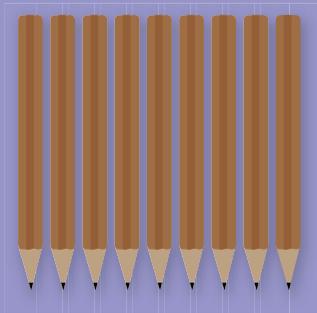
40 SCORING TOKENS



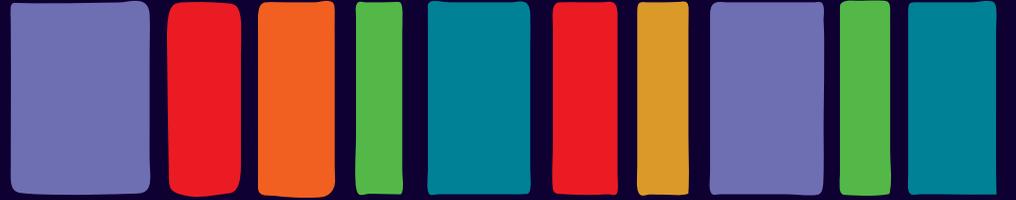
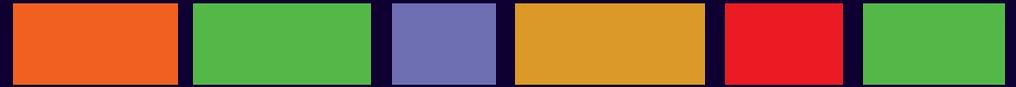
1 PAD OF PAPER



1 SAND TIMER



8 PENCILS



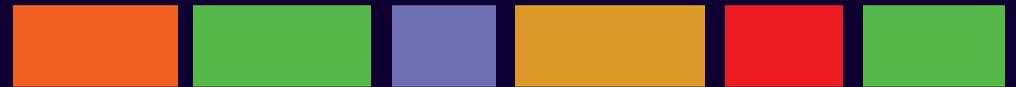
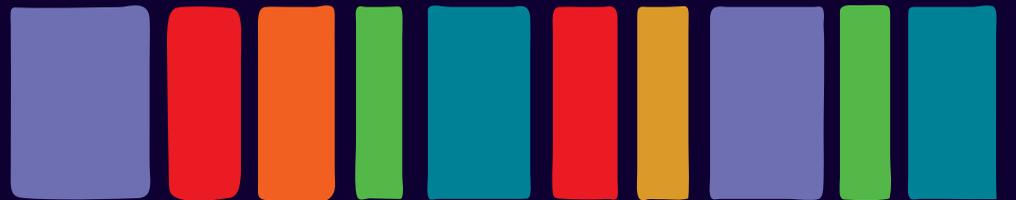
BYE, FELICIA!

THE GAME

AGES
3-8 Players
12+
20 MIN

CONTENTS:

200 CARDS • 40 SCORING TOKENS • 8 IN/OUT CHIPS • 1 PAD OF PAPER • 8 PENCILS • 1 DIE • 1 SAND TIMER • INSTRUCTIONS



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DESIGN: NATE DUVAL

SET UP

- EACH PLAYER TAKES 5 SCORING TOKENS, AN IN/OUT CHIP, A PIECE OF PAPER AND A PENCIL .
- PUT THE CARDS FACE DOWN IN A STACK IN THE CENTER AND THE DIE AND TIMER NEARBY.
- PUT EXTRA SCORING TOKENS AND IN/OUT CHIPS BACK IN THE BOX, OUT OF PLAY.
- PLACE YOUR IN/OUT CHIP IN FRONT OF YOU ON THE TABLE WITH THE GREEN SIDE [IN] FACING UP.
- IF YOUR NAME IS CLOSEST TO "FELICIA" IN THE ALPHABET, YOU GO FIRST.

OBJECTIVE

MATCH AS MANY ANSWERS AS POSSIBLE WITH THE OTHER PLAYERS TO STAY IN THE ROUND LONGEST.

PLAY

TAKE TURNS, GOING CLOCKWISE. ON YOUR TURN, ROLL THE DIE AND DRAW A CARD.

*** IF YOU ROLL A COLOR, READ ALOUD THE TOPIC ON THE CARD DESIGNATED BY THE COLOR ROLLED.**

FLIP THE 30 SECOND TIMER TO START PLAY. EACH PLAYER WRITES A LIST OF THINGS ASSOCIATED WITH THE TOPIC THAT YOU THINK **WILL MATCH** WHAT THE OTHER PLAYERS MIGHT WRITE. WHEN TIME'S UP, EVERYBODY STOPS WRITING. CHOOSE ONE ANSWER FROM YOUR LIST AND READ IT ALOUD. ALL PLAYERS WHO MATCH MUST SAY SO AND CROSS IT OFF THEIR LIST. YOU CROSS IT OFF OF YOUR LIST TOO. AS LONG AS YOU'VE MATCHED AT LEAST ONE OTHER PERSON, YOU STAY IN THE ROUND – EVEN IF YOU MATCH PLAYERS WHO ARE ALREADY OUT OF THE ROUND.

WHO GETS TO DECIDE IF A CLOSE ANSWER IS CLOSE ENOUGH TO MAKE A MATCH? FOR EXAMPLE, LET'S SAY THE TOPIC IS "COOKIES." YOU SAY, "OATMEAL RAISIN" AND ANOTHER PLAYER SAYS "OATMEAL" THE UNINVOLVED PLAYERS DECIDE IF IT'S CLOSE ENOUGH TO QUALIFY FOR A MATCH.

THE ROUND CONTINUES WITH THE PLAYER TO YOUR LEFT ANNOUNCING ONE ITEM FROM THEIR LIST. AGAIN, AS LONG AS AT LEAST ONE OTHER PLAYER HAS THE SAME ANSWER, THEY'RE SAFE, AND PLAY CONTINUES AROUND THE TABLE. IT'S POSSIBLE TO GO ALL THE WAY AROUND THE TABLE MORE THAN ONCE MAKING MATCHES.

IF YOU READ AN ITEM FROM YOUR LIST AND NO OTHER PLAYERS MATCH YOU, YOU'RE OUT OF THE ROUND AND OTHER PLAYERS SHOULD SAY, "BYE, FELICIA!" FLIP YOUR CHIP OVER TO THE RED SIDE [OUT] SO EVERYBODY KNOWS THAT YOU'RE OUT FOR THE ROUND. GIVE ONE OF YOUR SCORING TOKENS TO THE PLAYER WHO HAD THE LAST MATCH.

NOTE: IF YOU'VE CROSSED OFF ALL THE ITEMS ON YOUR LIST, AND THE PLAY MAKES IT TO YOUR NEXT TURN, YOU'RE ALSO OUT OF THE ROUND AND MUST GIVE UP A SCORING TOKEN...BYEEEEEE!

PLAYERS WHO'VE BEEN ELIMINATED AND HAVE FLIPPED THEIR CHIP TO RED [OUT] MUST STILL CONTRIBUTE AND ACKNOWLEDGE ANY MATCHES THEY HAVE WHEN CALLED BY THE REMAINING PLAYERS.

*** IF YOU ROLL A GO, YOU'RE NOW IN A GO ROUND! THE DIE WILL INDICATE IF YOU'LL GO CLOCKWISE OR COUNTERCLOCKWISE. READ ALOUD THE CORRESPONDING TOPIC ON THE CARD.**

INSTEAD OF WRITING LISTS, GO AROUND THE TABLE IN THE INDICATED DIRECTION, EACH PLAYER SAYING ALOUD SOMETHING THAT FITS THE TOPIC. GO QUICKLY! IF YOU TAKE WHAT THE NEXT PLAYER DEEMS AS TOO MUCH TIME, THAT PLAYER CAN START COUNTING DOWN, "5 – 4 – 3 – 2 – 1 – BZZZZZ!" IF YOU DON'T SAY SOMETHING BY "BZZZZZ," YOU'RE OUT OF THE ROUND, EVERYBODY TOGETHER SHOULD SAY, "BYE, FELICIA!" AND THE PLAYER WHO GAVE THE LAST GOOD ANSWER GETS A SCORING TOKEN FROM YOU.

IF AT ANY TIME YOU SAY...

- SOMETHING OUT OF TURN
- SOMETHING THAT DOESN'T FIT THE CATEGORY
- SOMETHING THAT'S ALREADY BEEN SAID...

BYE, FELICIA! YOU'RE OUT! GIVE ONE OF YOUR SCORING TOKENS TO THE LAST PLAYER WHO GAVE A GOOD ANSWER.

PLAY CONTINUES FOR THREE ROUNDS – UNTIL EVERYONE HAS DRAWN A CARD THREE TIMES – OR UNTIL SOMEBODY HAS COLLECTED ALL OF THE SCORING TOKENS.

NOTE: IF YOU RUN OUT OF SCORING TOKENS, THEN YOU ARE OUT OF THE GAME. BYEEEEEE!

WINNING

COUNT YOUR SCORING TOKENS.
IF YOU HAVE THE MOST, SAY "BYE, FELICIA!" TO EVERYBODY ELSE! YOU WIN!

SUDDEN DEATH!

THAT'S DRAMATIC FOR "TIEBREAKER ROUND." ONLY THE PLAYERS WHO ARE TIED PLAY ONE MORE **GO ROUND** STARTING WITH THE PLAYER WHO SCORED THE LAST TOKEN. DRAW A CARD AND GO! IF YOU FLUB OR GET COUNTED DOWN, YOU'RE OUT AND THE OTHER PLAYERS [IF ANY] CONTINUE GOING AROUND ON THE SAME TOPIC. THERE ARE NO TOKENS IN THIS ROUND AND THE SOLE SURVIVOR WINS!

SPECIAL THANKS TO:

OUR FAMILY AND FRIENDS: CAVAN COSGROVE, JUDY SWINDLE, WHITNEY KIMERLING, SHANNON, CHARLOTTE & AMELIA ANNE, MATT, TIGER & THEO COLLINS AND CORRIE VAN AUSDAL