



JELL-O® Jiggler™ Slap Game Rules

For 4 to 6 Players, Ages 8 & Up, 20 Minutes

Contents

36 JELL-O Jiggler Cards, 54 JELL-O Box Cards

Set Up

- Separate the cards into two decks (JELL-O Jiggler cards and JELL-O Box cards).
- Separate the **JELL-O Jiggler** cards into six sets of matching colors. Place them face up in the center of the table, forming a 2x3 grid. There should be six cards in each stack.

1

- Place one less **JELL-O Jiggler** card face up in the center than the number of players. For example, if there are six players, place five cards face up in the center. Place the remaining JELL-O Jiggler cards aside, out of play. **Note: The JELL-O Jiggler cards can be random. It does not matter which colors you choose.*

- Select a dealer. If you're the dealer, shuffle and deal four **Jell-O Box** cards to each player, including yourself. Then place the rest of the Jell-O Box cards in a stack, face down in front of you.

How to Play

- Your goal is to collect four-of-a-kind of one of the JELL-O

6

- Shuffle the **JELL-O Box** cards and place the deck face down on the table.
- The player who most recently ate JELL-O gelatin goes first.

How to Play

- Take turns going clockwise. On your turn, move the deck of JELL-O Box cards in front of yourself. When it's your turn, you don't get to slap. Draw the top card from the deck and look at it without showing it to anyone else. Then, very quickly, say aloud what's on it.
- The other players race to slap one of the cards on the table. They must use the proper hand (right or

2

Box cards in your hand.

- Once everyone has had a chance to pick up their cards and arrange their hands, the dealer takes a card from the stack, and determines if they want to use it to replace any of the cards in their hand. **The dealer has two options:**

1.) If the dealer picks up a card they **don't** want to keep, they pass it face down to the player on their left.

2.) If the dealer picks up a card they **do** want to keep, they add it to their hand, and pull one of their own cards out and pass it face down to the player on their left.

7

left) to slap the card that matches the JELL-O flavor that was announced. For example, if the reader says, "Left hand, Lime!" players must use their left hand to slap the green Jiggler card, because Lime JELL-O gelatin is green.

- The first player to slap the correct card with the proper hand gets to keep that card.

- Be careful! If you are first to slap the correct card with the proper hand, but you have already collected that same JELL-O Jiggler card, you must put it back **AND** you lose the card you had previously collected. In other words, if you already have a blue JELL-O Jiggler

3

- Play continues quickly with the dealer picking up and passing cards. Players around the table pick up cards from the player on their right and opt to keep them or pass them to the player on their left. The last player places their card into a discard pile.

- Once you have four-of-a-kind, take a JELL-O Jiggler card from the center. It's up to you whether you want to make a really fast obvious grab or if you want to make a sneaky snag. Everyone playing should keep an eye on the JELL-O Jiggler cards in the center. If you notice any missing, you better hurry up and swipe one before they're gone!

8

card and slap another blue JELL-O Jiggler card, you lose both of the blue JELL-O Jiggler cards.

Jiggle! Cards

- If the reader draws a Jiggle! Box card, they announce "Jiggle!" and the flavor on the card. You may use either hand to slap the correct JELL-O Jiggler card, but you must jiggle your body while you do it.

- For example, if the reader announces "Jiggle Grape!" you must jiggle your body and slap the purple JELL-O Jiggler card. If you're first to slap the correct card while jiggling, you may keep that card. If you don't jiggle and somebody catches you, you must

4

- There will be a lot going on with the passing of cards and it will become more and more difficult to watch your hand and watch the JELL-O Jiggler cards in the center.

- The round ends when all of the JELL-O Jiggler cards from the center are gone. If you collected a JELL-O Jiggler card, hold onto it, don't discard it. You'll need it to keep score.

- To begin a new round, the player to the left of the dealer becomes the new dealer. Set up each round the same way, with one less JELL-O Jiggler card in the center as there are players, shuffle the JELL-O Box deck, deal four cards, and continue playing.

9

put the card back.

- After each slap, the player to the left becomes the new reader and play continues clockwise.

Winning

- Continue to take turns reading and slapping until someone has collected one of each of the JELL-O Jiggler cards. The first person to collect all six JELL-O Jiggler cards wins the game!

JELL-O® Bonus Card Game

Set Up

- Separate the cards into two decks (JELL-O Jiggler cards and JELL-O Box cards).

5

Winning

- If you're the first player to collect **four** JELL-O Jiggler cards, you win!

**Tiebreaker Rule: If more than one player collects four JELL-O Jiggler cards at the same time, the players who tied must participate in a jiggle dance-off. Whoever has the best jiggle dance moves, wins!*

BigGCreative.com
©2020 Big G Creative, LLC

©2020 Peggy Brown. All rights reserved.

*The Jell-O trademarks are owned by Kraft Foods and are used under license.
© 2020 Kraft Foods.*

10