

WHOOPSY

A FUN SOCIAL GAME
FOR 2 PEOPLE



2
PLAYERS

7+
YEARS
AND ABOVE

15
MINUTES

THE GAME CONTENTS

26 guard cards (13 boys, 13 girls) | 18 WHOOPSY cards
 cards | 3 adult cards | 3 score cards
 2 helper cards



THE AIM OF THE GAME

The players try to tune into each other in and distract the adults from WHOOPSY's pranks. You are not allowed to talk to each other or give any indication of your intentions! Your cooking goal will be to get an adult to notice WHOOPSY a maximum of 4 times, because the fifth time you will be caught and lose the game..

PREPARING TO PLAY

Both players must take the cards belonging to the student of your choice and select the cards without a star. Set aside the ★ cards, which you will need for the 10th round, leaving 9 cards in each of your hands.

You will see icons on the guard cards, which will be explained as the game progresses!

Turn the 3 adult cards face up on the middle of the table and place the WHOOPSY pack next to them, shuffling them thoroughly first. You will also see icons on the WHOOPSY cards: these are the adult icons and represent which of the adults the little monster has been naughty in front of – if he is found out, he must be placed in front of the adult. Put the help sheet somewhere where everyone can see it!

PREPARING TO PLAY

Adult cards



Help cards



9 boy guard cards



PLAYER 1



Star cards in reserve

9 girl guard cards



PLAYER 2

WHAT DO THE ICONS MEAN?

The adult and WHOOPSY cards



Miss Clark



Mrs Gill



Mr Jones

Az őrkartyákon



Guards



Lookouts



Cat nappers



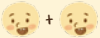
Snorers




PLAYING THE GAME





The game consists of 18 rounds. The sequence of a round is:



1. First, turn over a WHOOPSY card from the deck,
2. Then both of you secretly select a guard card from your hand,
3. Simultaneously, both of you place a card in front of yourself
4. At the same time, both of you turn your card over!




Now, check out the situation (the help cards that you turned over so both of you can see it will help. Once you have played the game two or three times you probably won't need it anyway!)

 If both cards are guard cards, then the adults didn't notice WHOOPSY! Put the upturned WHOOPSY card back at the bottom of the deck.



 /  +  If one is a guard card and the other is a lookout card, then again no one noticed WHOOPSY. The upturned WHOOPSY card can go to the bottom of the deck, and you can also take one WHOOPSY card from in front of one of the adults and put it back at the bottom of the deck. The same thing if you turned up two lookout cards.

 /  +  /  Even if one of the two cards is a cat napper or a snorer card, and the other is a guard card or a lookout card then again no one noticed WHOOPSY. The upturned WHOOPSY card can go back at the bottom of the deck.

 +  If both are cat napper cards then, unfortunately, an adult noticed WHOOPSY! Put the WHOOPSY card in front of the adult whose icon is in the corner of the card.

 /  +  If one card is a cat napper card and the other a snorer then you have to turn over another WHOOPSY card from the draw deck, as well as the one already turned over and place it in front of the adult whose icon is on it. Oh, deary me!

Important:

If the WHOOPSY card has a  then turn over an extra WHOOPSY card and place it in front of the adult shown on it. If the new card has a  then repeat the process and so on.

Place both the used guard cards on the discard pile after each round, take a good look at them – it's worth remembering who played what... HUH!

Then it's time for the next round!

After the 9th round (when you have thrown out the last card from your hand, count how many times the adults have spotted WHOOPSY, how many WHOOPSY cards are turned over face up (not just those in front of a particular adult!) Depending on this, adjust your cards for the next 9 rounds.



< 4

If it's fewer than 4 WHOOPSY cards: swap one guard card for a star card each.



4, 5, 6 WHOOPSY cards: one of you can swap a cat napper card for a starry guard card.



= 4, 5, 6



> 6

If it's more than 6 WHOOPSY cards: swap 1 cat napper card from each of your hands for starry lookout cards.

Take the guard cards in your hands and the game begins! Of course, the already upturned WHOOPSY cards stay in place! Watch out!

THE END OF THE GAME

The game ends as soon as any adult notices your little friend WHOOPSY five times and five WHOOPSY cards are lined up in front of one of them.

You have then immediately lost the game.

If you were clever and no one noticed WHOOPSY more than 4 times then the game ends after the 18th round, when the second hand of 9 cards has been laid. You managed to protect WHOOPSY! Hurrah!

MORE EXPERIENCED PLAYERS

If you would like an extra challenge, use the scorecards. These will show you what mood Miss Clark, Mrs Gill and Mr Jones are in: **calm**, **consistent**, **annoyed**

During the preparations get the three scorecards out. Put the **calm** card over the adult who first spots WHOOPSY, i.e., the first person to get a WHOOPSY card. Put the **consistent** card over the second, and the **annoyed** card on the third. At the end of the game, look at how many WHOOPSY cards there are and score yourself according to the scoring card on the top of the adult card. That way you can score the number of times each adult has spotted WHOOPSY, and you can tactically decide during the game where to place how many WHOOPSY cards.

If you want to make the game even harder, start with a consistent card instead of a calm card.

SCORING

- 18+ Well, you can stay inside, but I'm not happy
- 13-18 You can do better than that!
- 9-12 You were great!
- 5-8 Impressive result
- 1-4 Top marks!



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Not suitable for children under 3 years of age!
Manufactured in China





WHOOPSY ESCAPED



WHOOPSY ESCAPED

Put +1 Whoopsy in front of an adult



THEY NOTICED WHOOPSY

Put the card in the right place according to the icon!



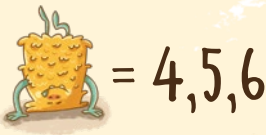
THEY NOTICED WHOOPSY

Put the card in the right place according to the icon, turn over an extra Whoopsy card and put it in the right place!

After the ninth round, exchange the stack of cards in your hand according to the number of Whoopsy cards turned up in front of the adults.



Swap one 😊 card for a 😞 each.



One of you can swap a 😞 card for a 😊 card.



Both of you swap a 😞 for a 😱 card.

CALM

5



4



9
points

3



4
points

2



2
points

1



1
point

CONSISTENT

5



4



8
points

3



6
points

2



4
points

1



2
points

ANNOYED

5



4



6
points

3



5
points

2



4
points

1



3
points



Mrs Gill





Mr Jones





Miss Clark





CAT NAPPER



CAT NAPPER



CAT NAPPER



CAT NAPPER



SNORER



SNORER



GUARD



GUARD



GUARD



GUARD



GUARD



LOOKOUT



LOOKOUT



CAT NAPPER



CAT NAPPER



CAT NAPPER



CAT NAPPER



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GUARD



GUARD



GUARD



GUARD



GUARD



LOOKOUT



LOOKOUT