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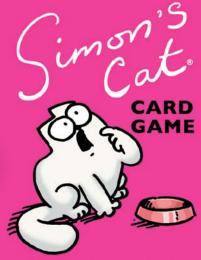
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Based on the sensational series by Simon Tofield!

STEVE JACKSON GAMES

Contents

- 12 Simon cards (red)
- 36 Mischief cards:



10 Cat cards (pink, numbered 3-12)



8 Kitten cards (blue, numbered 3-10)



6 Hedgehog cards (yellow, numbered 3-8)



6 Dog cards (purple, numbered 1-6)

4 Mouse cards



(orange, numbered 1-4)



2 Gnome cards (green, numbered 1-2)

How to Play

Set aside the **Simon** cards. They will be used later

Shuffle the **Mischief** cards together to form one deck, and deal an equal number

to each player. Set any remaining Mischief cards face up to one side of the table, out of play.

Players look at their cards. The player with the Cat 3 plays that card face up to the center of the table. If the Cat 3 is one of the cards set aside earlier, play the Cat 4 instead (and if that one is also set aside, the Cat 5, and so on). On your turn, play one card from your hand. Play passes to the left.

To play a card, match the *color* or *number* of the last card played.



If you cannot play a card, you

If you have any cards remaining in your hand, choose one and play it to start the next mess.

Play continues until all players have played all cards from their hands. No one takes the final mess – leave it in the center of the table. This is the end of the round.

The player with the most messes takes a Simon card. If there is a tie, *all* tied players take a Simon card! If no one has collected three Simon cards, shuffle all of the Mischief cards and play another round.

End of Game

The game ends when at least one player has collected three Simon cards. These unlucky players have taken the blame for all the mischief around the house, and the remaining players win the game!

It is possible, though unlikely, that all players will lose the game. If that happens, you should play again immediately.