

MOOSE MASTER®

3 or more players, 30 minute play time, Ages 8 +

GAME SETUP

Open up both packages of cards and separate into three decks (MOOSE MASTER), (MOOSE RULES) and (PENALTY CARDS). Shuffle the deck of MOOSE MASTER cards and place them face down in the center of the play area. Next, look through the MOOSE RULES deck of cards and choose 2 of these cards to place face up next to the MOOSE MASTER deck. These are the MOOSE RULES in play. Put the rest of the MOOSE RULES deck face down and out of play. Shuffle the PENALTY CARDS and place them where they are accessible to all players.

GAME PLAY

The player with the best laugh starts the game. Each player takes their turn in a clockwise order.

The player whose turn it is, draws the top card from the MOOSE MASTER deck and places it face up on the table so that all players may read it.

The player reads the card, performing the action immediately or following the instructions.

NOW THE FUN BEGINS! Every player must keep a watchful eye and attentive ear on all other players. Here's why, when a card from the MOOSE MASTER deck is turned over, the last player to perform the action shown or the first player to incorrectly perform the described task receives a penalty. Penalties are recorded by taking a Penalty card and placing it face up in front of the offending player.

MOOSE RULES: There are always 2 MOOSE RULES cards in play. Each player should be looking and listening for the other players to make a mistake. If a player catches anyone else doing or saying something not allowed on

either MOOSE MASTER or MOOSE RULES cards, they must immediately call out the mistake to let all players know. The player who broke the rule receives a Penalty card face up to record the penalty.

THERE ARE TWO WAYS TO PLAY:

ELIMINATION: Playing with the elimination rules, once a player accumulates 7 Penalty cards, they are eliminated from the game. The last two players remaining win.

FEWEST PENALTIES: Play through the whole deck and the player with the fewest Penalty cards wins the game. Either way you choose to play, you will have fun. We think the winner is the one who laughs the most, but you be the judge.

MOOSE MASTER CARDS

The MOOSE MASTER cards consists of **15 MASTER** cards, **21 ACTIVITY** cards and **8 ACTION** cards.

MASTER CARDS:



MOOSE MASTER: If you draw this card you are now the Moose Master. If you put your hands on your head to resemble moose antlers, all the players must do the same. The last player who puts their hands on their head to resemble antlers is now assigned a Moose Rules card, chosen by you. The Moose Rules card only applies to the player you assigned it to. You may repeat this action any time you would like. In such an event, the last player to make antlers is assigned a Moose Rules card by you. The player that you previously assigned a Moose Rules card to is now relieved of that rule and must discard it. If another Moose Master card is drawn you must discard your Moose Master card. The New Moose Master is now in charge.



COPY CAT MASTER: The player who draws this card is the Copy Cat Master. The Copy Cat Master chooses an action to be mimicked and a player to be his/her mimic. Each time the Copy Cat

Master does the chosen action, the player chosen to be his/her mimic must repeat the action within 3 seconds. If the player fails to mimic in time, that player has broken this rule and must draw a Penalty card. The Copy Cat Master must discard this card once the rule is broken or when another Copy Cat Master card is drawn.



ECHO MASTER: The player who draws this card is the Echo Master. The Echo Master chooses a word to be echoed and a player to be his/her echo. Each time the Echo Master says the chosen word, the player chosen to be his/her echo must repeat the word within 3 seconds. If the player fails to echo in time, that player has broken this rule and must draw a Penalty card. The Echo Master must discard this card once the rule is broken or when another Echo Master card is drawn.



QUESTION MASTER: The player who draws this card is the Question Master. If the Question Master asks a question, the other players must either ignore the question or answer with a question. Any player that gives an answer that is not in the form of a question, has broken this rule and must draw a penalty card. The Question Master may continue to use this card until another Question Master card is drawn. The Question Master card must be discarded when another Question Master card is drawn.



THUMB MASTER: The player who draws this card is the Thumb Master. At any time, this player may place their thumb down on the playing surface. All of the other players must do the same. The last player with their thumb down receives a Penalty card. The Thumb Master may do this only once. If another Thumb Master card is drawn, the current Thumb Master must discard their card immediately.

ACTIVITY CARDS:

The player who draws an activity card must start the activity. The activity continues until one player makes a mistake. The player who made the mistake must draw a Penalty card.



BOMB: UH OH! The player who draws this card must draw a Penalty card.



CATEGORIES: The player who draws this card must choose a category such as auto makers, types of fruit or brands of shoes as an example. Each player in a clockwise order must pick a new item that fits the category. **(A word may not be repeated.)** The first player that can not think of an item to fit the category or repeats an item must draw a Penalty card.



ACTION STORY: The player who draws this card must think of a simple action, such as pointing to the sky or waving to another player. In a clockwise manner, the next player in line must copy the actions before them and add his/her own simple action. Play continues until one player cannot remember all of the actions or does them in the wrong order. This player must draw a Penalty card. Example: Player one (wave), Player two (wave, + point to sky), Player three (wave, + point to sky + thumbs up).



NAME GAME: The player who draws this card must say the name of a famous person by first and last name. For example, let's say Player one picked the name "William Stephenson."

The next player, (Player two) must think of a name that starts with the first letter of the previous last name. In this case, that would be **S**. Player two could say **Selena Gomez**. Player three would now have to think of a name that starts with a **G**, maybe **Gary Puckett**. Play moves in a clockwise manner until one player cannot think of a name in 15 seconds or says a name that has already been said.

(For those players who like to add a little more fun you can add in the doubles rule. If a name is said that has the same letter for both the first and last name... such as "Barry Bonds," "Mickey Mouse" or "Sammy Sosa." The order of play reverses to counter clockwise, if a double name is said again it reverses again. The first player to make a mistake must draw a Penalty card.)



RHYME TIME: The player who draws this card chooses a word that can be rhymed with. Each player in a clockwise order must pick a new word that rhymes with the chosen word. **(A word may not be repeated.)** The first player to make a mistake must draw a Penalty card.



ROCK PAPER SCISSORS: The player who draws this card must pick 2 players to play rock, paper, scissors. Whoever loses 2 out of 3 rounds receives a Penalty card.



STORY TIME: The player who draws this card must say a word to start a story. A story is created one word at a time. Each player in a clockwise order must repeat the current story and then add a word of their own. The first player to make a mistake must draw a Penalty card.

Example: (Player one says, "Once") (Player two says, "Once" + "Upon") (Player three says, "Once Upon" + "A").

ACTION CARDS:

The player who draws one of these cards must immediately lay it on the table for all to read. The last player to do the action on the card must draw a Penalty card.

The action cards include:

Point left, Point Right, Sky High and Slap Jack (slap the table).



PENALTY CARDS

There are 46 Penalty cards in the deck. These cards are kept in front of you and used to keep track of your penalties. Some Penalty cards allow you to change a Moose Rule or to give the penalty to another player.

MOOSE RULES CARDS

There are 20 Moose Rules cards in the deck, which are self explanatory. Included are 2 blank cards for you to make your own rules if desired.



©2019, ©2021 Eric Stephenson
www.moosemaster.com
info@moosemaster.com
Maple Grove, MN

Moose Master® is a registered trademark of Eric Stephenson