



Dizzy Donkey

3 ways to play

Act out crazy combinations in this fun family charades game! Use your acting skills to collect the most cards before the donkey reaches the carrot in this hilariously funny game.

Contents

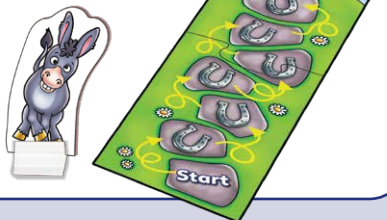
- 1 playing board
- 20 character cards
- 20 action/feeling cards
- 3 spin cards
- 2 Dizzy Donkey cards
- 1 Dizzy Donkey playing piece
- 1 character stand

Setting up the game

Mix up the cards and spread them out with the donkey heads facing up.



Assemble the playing board and insert the donkey playing piece into the character stand. Place it on the start space.



1 Take two cards

The youngest player starts by turning over a yellow card and a blue card.

Don't show anyone what is on the other side!



2 Act it out!

Choose a character from the blue card and an action or feeling from the yellow card, then **act it out as your character!**

You can speak and make a noise, as long as you don't say the words on the cards.

Younger players can perform simple actions and noises, older players can really get into character, see the examples below...

All other players must try to guess your character and action/feeling.

If they guess correctly, you keep your cards.

If they give up and can't guess, return the cards face down to the table.

Play passes to the next player.

For a more challenging game, time each player using the **FREE Timer** in the **Orchard Toys App**.
Available on the App Store and Google Play.

Cold Pirate!

Ah harr mateys! I've sailed my ship to the North Pole... brrr!



Tired Astronaut!

Yawn! I've been mending my space station all night!



3 Spin cards

If you turn over a spin card, all other players stand up and spin around once.

While they do this, return both cards face down to the table and mix them up.

Play passes to the next player.



4 Dizzy Donkey cards

If you turn over a Dizzy Donkey card, everyone shouts "EEYORE!" and makes their hands into donkey ears!

Return both cards to the table, face down, and mix them up. Then **move the donkey playing piece one space along the board.**

Play passes to the next player.



5 The winner

The winner is the player with the most cards once the donkey reaches the carrots at the end of the playing board.

The longer the game continues, the more you will Spin and Eeyore!



For younger players

Younger players can use the cards for a simple action activity where they choose one card and perform the action or character.

