



# Ooky Spooky

## Contents:

46 cards

## GAME 1

### Object

To be the first player to use all their cards.

### To play

- The cards are shuffled and each player is dealt eight cards.
- The remaining cards are placed face down in the centre of the table. The top card is placed face up, next to the pile.
- Players look at their cards and the youngest player begins by looking at the card that is turned over and places one or two cards with equal or one higher value than the card on the table, e.g. if the upturned card is 4 brooms, the player may put down one card showing 5 owls or two cards that make up this value – 2 owls and 3 spiders.
- The player must say out loud which card(s) are being placed on the pile to make up the number.
- Play moves on to the next player, who now places their card(s), based on the number on the new top card in the face-up pile.
- If a player is unable to go, they collect a card from the face-down pile and play moves on.
- If a player has an 'ooky spooky' (ghost) card, they may use this card on their turn, to 'spook' the next player. If an 'ooky spooky' card has been played just before your turn, you are 'spooked' and you must collect two cards from the face-down pile and miss your go.
- The next player restarts the game by putting down any card in their hand. An 'ooky spooky' card may not be used at this stage.
- The game ends when one player has used all the cards in their hand. If the pile of face-down cards runs out, the top card of the face-up pile is placed on the table and the remaining cards are turned back over to form the new face-down pile.

### The winner

The winner is the player who uses all the cards in their hand first.

## GAME 2

A game for 3 or more players.

### Object

To use all of the cards that have been dealt.

### To play

- All of the cards are dealt between the players, who can then look at their cards.
- The youngest player begins by placing any card face down on the table.
- As the card is placed on the table, the player calls out the number discarded, e.g. if they play a 3, the player calls out, "Three".
- The next player must now play either one or two cards that make up the number one higher than the last card, e.g. a 3 plus a 1 to make up the number 4. These are then placed face downwards on top of the last card.
- If the player does not have the correct card(s), any single card or combination of two cards may be played, but the player still calls out the number that it should be.
- 'Ooky spooky' cards may be used to represent any card, e.g. if the last card was 5, the player could use an 'ooky spooky' card on its own or with another card to make the number 6.

N.B. The next number is always one higher than the last, e.g. 5 follows 4, 6 follows 5 and so on, until a number 10, after which the next card is 1.

### To make a challenge

- If a player thinks the wrong card(s) have been played (these could include the wrong number on the card(s) or an 'ooky spooky' card) they can make a challenge by calling out, "Ooky spooky!" before the next player takes their turn. The challenger then turns over the top card(s). If the cards do not correctly make up the number, or if they contain an 'ooky spooky' card, the player who placed them on the table must then add all the cards on the table to those in their hand.
- If a player challenges another player incorrectly, the player who called, "Ooky spooky!" must collect all the cards from the table and add them to his cards.
- After a challenge, play passes to the player next to the person who called, "Ooky spooky!" This player may use any card or combination of two of cards to restart the game.

### The winner

The winner is the first player to use the last of their cards without being correctly challenged.

