

OBJECT:

A silly animal card is flipped face up. Be the first player to plunge its matching pair and collect that card to score a point. Watch out for the Bull's Eye card. It's worth 3 points. Score the most points and win!

CONTENTS:

48 silly animal cards, five mini-plungers that pick up cards, and rules for two games.

SETUP:

Place all the blue cards face up in a 6 x 4 grid as shown in Fig 1.

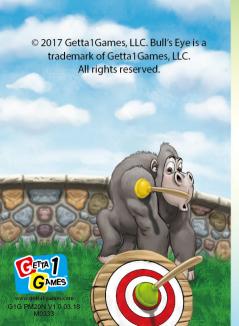
PLAY:

 The oldest player is the Flipper. If that's you, place all the white cards, face down in a deck in front of you.

Fig 1.



- 2. Everyone picks a plunger!
- 3. The Flipper flips over the top white card of the deck, revealing an animal. Simultaneously, every player attempts to plunge the matching blue card first. If you're the first player to plunge that matching card, and pick it up securely with just your miniplunger, take the card off your mini-plunger and place it in front of you to form a score card pile.
- 4. The game continues in this manner and ends when there are as many blue cards left in play as there are players in the game.



PENALTIES:

If you plunge a card that does not match the card that was flipped, you must remove one blue card from your score card pile (if you have any), and place it out of play.



WINNER:

Everyone counts the blue cards in their score card pile. Each card is worth 1 point, EXCEPT THE BULL'S EYE CARD! He's worth 3 points. The player with the most points wins!



BONUS GAME! "BONKERS BULL'S EYE!"

The Flipper shuffles all 48 cards and lays them face up in an 8 x 6 grid in the center of the play area.

On the count of three, every player attempts to plunge an animal and then its matching pair. Plunge a card and use your free hand to take it off the plunger only after the card is clearly off the table. All players do this until all the cards are claimed. You gotta be fast because this version of Bull's Eye is bonkers!

Everyone counts ONLY the matching pairs they were able to collect. The player who plunged the most matching pairs wins!

