TACO CAT GOAT CHEESE PIZZA™

– RULES –

8 +

2 - 8

10 min

blue orange™

Contents

- 64 Cards
- 1 Taco plush mitten

Introduction

Taco Cat Goat Cheese Pizza! Keep this crazy string of words in mind. As soon as there is a match between a card and a spoken word, race to slap your hand on the central pile of cards. The last person to do so must take them all! Be quick to get rid of all your cards, but watch out! Your mind will play tricks on you. This addictive game is as unique as its name!

Object of the Game

Get rid of all your cards and be the FIRST to slap your hand on the central pile of cards when there is a match or a special card appears.

Set up

Shuffle and then distribute cards evenly amongst players, face down.

- For a 2, 3, 4 or 5 player game, each player is dealt 12 cards.
- For a 6 player game, each player is dealt 10 cards.
- For a 7 or 8 player game, each player is dealt 8 cards.

Extra cards are returned to the box.

Players do not look at their cards and place them in a pile in front of them, face down. This pile is their individual pile.

How to play

The dealer is the first player for the first round.
The game is played in successive rounds.
The first player takes the first card from their pile and places this face up in the center of the table, saying "*Taco*".

The game is played in clockwise turns, with the next player

placing their card face up on top of the previous card, saying "*Cat*".

Matches

Play continues in this way, with the words "*Taco*", "*Cat*", "*Goat*", "*Cheese*", "*Pizza*", "*Taco*", "*Cat*", "*Goat*", "*Cheese*", "*Pizza*"...

being said **in order** until the card that has just been put down matches the word spoken.

For example: a player puts down a Pizza card while saying "Pizza".

At this point, all the players must slap their hands on top of the central pile as quickly as possible. The last player to slap takes the entire central pile and puts the cards face down at the bottom of their individual pile. This player becomes the first player for the next round.

Clarification:

If a player has gotten rid of all their cards, they must keep saying " *Taco, Cat, Goat,* etc…" on their turn and be the FIRST player to slap their hand on the central pile when there is a match or special card to win.

If they do not slap the central pile FIRST then a new round begins and they keep playing until they manage to slap the pile FIRST.

Flinching:

If any player slaps incorrectly or even starts to slap but jerks back (flinching) they forfeit the round and add the cards in the central pile to the bottom of their individual pile.

Pace:

Players must keep a steady rhythm and if a player forgets what they are meant to say or doesn't realize it's their turn, they must take all the cards in the

central pile and add these to the bottom of their individual pile.

No peeking!

Players must add cards to the central pile by flipping them while holding the top of the card.

If a player clearly peeks at their card before adding it to the pile, they forfeit the round and must take all the cards in the central pile and add these to the bottom of their individual pile.

Special cards:

As soon as a special card is flipped over, all players must carry out the actions below before slapping the central pile. If a player carries out the wrong action or is the last player to slap the pile, they must take all the cards in the central pile.

Gorilla: All players beat their chest.

Groundhog: Players knock on the table with both hands.

Narwhal: Slap their hands above their head to form a horn.

End of the game

The winner is the FIRST player with no more cards in their individual pile who slaps the central pile FIRST when there is a match or a special card.

Base rules PLUS(H) a new twist

This extra rule adds a plush mitten that builds even more tension into the game – but taco 'bout cute!

Set up

To complete the set up, the youngest player slides the Taco mitten on to the hand they'll slap on the central pile of cards.

How to play

Add the following rules to the existing game rules:

- the player wearing the mitten must slap on the central pile of cards with the mitten and not their other hand.

Slapping on the central pile of cards with the wrong hand counts as a mistake. In this instance, the player must take all the cards from the central pile and add them to the bottom of their individual pile.

- if a player not wearing the mitten takes all the cards from the central pile for any reason, the player wearing the mitten gives them an extra card from their individual pile. The player wearing the mitten is therefore more likely to get rid of all their cards before the other players.
- when the player wearing the mitten takes all the cards from the central pile for any reason,

they must pass the mitten to the player on their left.

Note: these PLUSH rules go hand in… mitten with all the other games in the TACO range (except Taco Kitten Pizza)!

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