

GUIDE TO MATCHING TEACHER / RHYME CARDS



“Miss Daisy / is crazy...



“Mr. Klutz / is nuts...



“Miss Laney / is zany...



“Ms. Hannah / is bananas...



“Ms. Coco / is loco...



“Miss Holly / is too jolly...



“Ms. Todd / is odd...



“Miss Small / is off the wall...



“Mr. Macky / is wacky...



“Mr. Hynde / is out of his mind...



“Miss Lazar / is bizarre...



“Mrs. Cooney / is loony...



“Mr. Docker / is off his rocker...

AND FINALLY...

The three most important things to remember when playing this game are:

1. Always pick a card first and then play a card, so you start and end every turn with two cards in your hand.
2. You can play and score points for any Teacher and Rhyme cards on your board. But those two cards have to rhyme (as part of a complete sentence) to win the round.
3. Try not to say “Nah, nah, nah, boo, boo on you” if you win the game.



Dan Gutman’s wildly successful My Weird School books span 70+ titles and have sold more than thirty million copies. All the books in the series have rhyming titles, and each one focuses on a different grownup at Ella Mentry School.

If you have any questions about this game or want to learn more about our other fun and creative family/party games, please visit

LoadedQuestions.com

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Miss Bernard Is a Wild Card!



The Rules

2-4 PLAYERS

AGES 6-10 (+FAMILY)

WELCOME

This weird game is all about scoring the most points. How do you score points, you ask? Well, you need to collect cards that have high point values and be the first player to form a five-card sentence on your board where the first two cards of your sentence rhyme. Confused? Keep reading!

CONTENTS

4 My Weird Sentence Boards, a Score Pad, a Pencil, and the following 110 Playing Cards:

- 26 Teacher Cards (2 cards per 13 Teachers; 2 points and 5 points)
- 26 Rhyme Cards (2 cards per 13 Rhymes; 1 point and 4 points)
- 15 Action Cards, 15 Adjective Cards and 15 Noun Cards with point values ranging from 1-5
- 13 of Miss Bernard’s Wild Cards

SET-UP

1. Every player takes a My Weird Sentence board and places it open in front of their play area.
2. Shuffle all playing cards and deal every player two cards face-down.
3. Place the remaining playing cards face-down in the middle of the play area. Discards will be placed face-up next to this pile.
4. Choose one player to be the scorekeeper. He/she grabs a score sheet and pencil, and writes down all players' names.
5. The youngest player starts the first round of the game by picking a card from the face-down pile. Play moves clockwise.

HOW TO PLAY

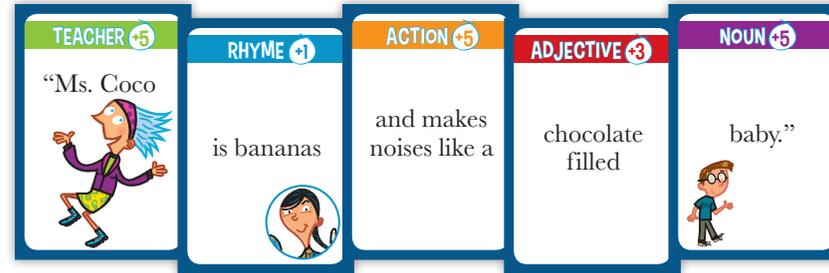
Every turn starts with first picking a card from the face-down or face-up pile (when one is available) **and then playing a card in one of the following three ways:**

OPTION 1: You can play one of your three cards on the designated spot on your board. (e.g. Action cards are placed on the Action space.) This is usually your best option, as you try to complete your sentence.

- Players are encouraged to read aloud their card every time they play a card on their board. In fact, we encourage players to talk throughout the game and announce what they are doing on each turn.
- You can always replace a card on your board, likely with a matching Teacher/Rhyme card or a card that has a higher point value. (Point values are shown in the upper-right corner of the cards.) The card you replace goes to the top of the face-up pile.

- Wild Cards cannot be picked from the face-up pile.
- You can always place non-rhyming Teacher and Rhyme cards on your board and score points for those cards at the end of each round. BUT...you cannot win the round unless those two cards rhyme. (See Example #1)

EXAMPLE #1: NOT A WINNING HAND



(This hand adds up to 19 points, but the first two cards don't rhyme. The player still needs a 'Ms. Hannah' card OR 'is loco' card to win the round.)

OPTION 2: You can play one of Miss Bernard's Wild Cards by reading the entire card aloud, placing it on top of the face-up pile and following the rules of the card.

- Only play a Wild Card on your turn if you think it will help your chance and/or hurt another player's chance of winning. OR if you have no better card to play.
- You cannot simply discard a Wild Card on the face-up pile. You have to follow the rules of the card.



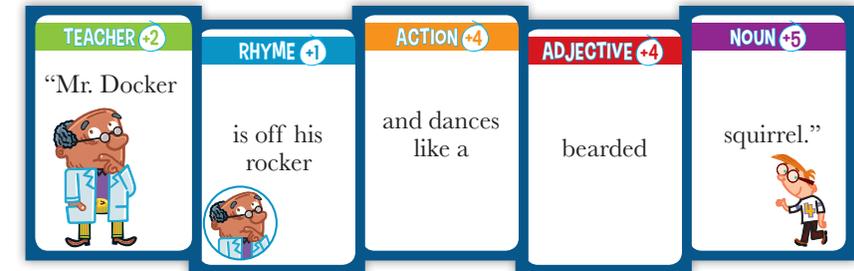
OPTION 3: If you have no good cards to play, simply discard one of your three cards on top of the face-up pile that, hopefully, will not help another player. Maybe you will get a better card on your next turn!

After you pick and play a card, it is the next player's turn. **Remember to start and end every turn with two cards!** Play moves clockwise until a player collects all five cards on their board with matching Teacher and Rhyme cards.

WINNING A ROUND / WINNING THE GAME

When a player wins the round, he/she should proudly read aloud their completely weird sentence. Players then add up the points for all the cards on their board and the scorekeeper writes scores for each player. 5, 7 and 10-point bonuses are awarded to the winner of the 1st, 2nd, and 3rd rounds. (See Example #2)

EXAMPLE #2: A WINNING HAND



(This is a winning hand because it is a complete sentence and the first two cards rhyme. The total # of points on the cards is 16 and the player wins 5, 7 or 10 bonus points depending on which round is won.)

After all scores are marked, shuffle the complete deck of cards and start the next round. The player with the most points after three rounds wins. If there is a tie after three rounds, either call it a "tie" or play a fourth and final round to, hopefully, declare a winner!