

GARBAGE PAIL KIDS® COLLECTIBLE CARD GAME RULES

For 2 players.

Game Overview:

Gross out your opponent and put all their Kids in the "Garbage Pail." The first player who has to take a card from their deck, but can't, loses.

Starting Up:

A Garbage Pail Kid is featured on each card. Each Kid has a Power and a Gross Score, which are shown by the number and the colored splat in the upper left corner of the card. The number is the Kid's Gross Score. The color of the splat shows the Power: Green = Nasty, Brown = Stinky, and Purple = Weird.

Each player selects 10 cards from their collection to make their deck. A deck must have a total Gross Score of 30 or less (when all the scores are added up) and no more than 2 copies of any one card. Before starting a game, each player shuffles their 10-card deck.

Each player places their deck face down to their right side. The area on their left side is for the Garbage Pail — this is where cards are discarded after they are used in the game. The area in front of the players is for cards that are "in play." Cards that are "in play" are always face up.

How to Decide Who Takes the First Turn:

Each player turns over the top card of their deck and places it face up in front of them. The player with the lowest Gross Score "in play" goes first. If the Gross Scores are the same, each player draws another card and places it face up next to the first card and adds these Gross Scores together. Keep doing this until one player has a lower total Gross Score. The player with the lowest total goes first. All of the cards in front of each player are now "in play."

How to Play:

On a turn, a player may attack with one of their Garbage Pail Kids in play or pass. To attack, they put one of their cards in front of their opponent's deck while announcing the Power and Gross Score for that Kid (for example, "Stinky 4").

A player can block an attack if one of their cards in play has the same Power as the attacking card (even if it has a lower Gross Score) by placing it in front of

the attacking card. The blocking player then puts the blocking card into their Garbage Pail and the attacking player puts the attacking card in their Garbage Pail.

If the player cannot block (or chooses not to), they must start turning over cards from their deck and putting them into their Garbage Pail until they have turned over a number of cards equal to the attacking card's Gross Score.

However, if at any point a card with the same Power as the attacking card (even if it has a lower Gross Score) is turned over, all damage is stopped at that card.

After making an attack, the player puts the card they attacked with into their Garbage Pail and it is the other player's turn to either attack or pass. If both players pass, you go to the next round by turning over the top card of your deck and putting that card face up in front of you. All cards left from previous rounds stay in play. Determine who goes first by who has the lowest total Gross Score in play and continue as in the first round.

If a player turns over a card that is identical to a Kid they already have in play (for example, 2 ADAM BOMBS), they can make a Super Gross Kid by putting the 2 cards on top of one another. A Super Gross Kid cannot be blocked and its damage cannot be stopped once it attacks (but the damage is not doubled — the Gross Score is counted for one Kid only). A Super Gross Kid can also be used to block, like any other card, but is much better to attack with. Once a player attacks or blocks with a Super Gross Kid, both cards go into their Garbage Pail.

Continue until a player has to turn over a card from their deck and has no card there. That player loses.

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ONLINE BONUS CODE

Go to www.garbagepailkids.com and enter this code to create your **Virtual GPK Pal**. Collect more codes to get food and gross stuff to keep him happy. Treat him right and he'll turn into one of your favorite GPK characters! Visit www.garbagepailkids.com for full details!