



SLAP HAPPY!

 **WARNING:**
CHOKING HAZARD - Small Parts.
Not for Children under 3 years.

MATERIALS: Slap Happy Base and deck of cards.

PREPARATION: Each player takes his place around the Slap Happy base and selects a “numbered hand” on it. Remove the 3 blank cards from the deck. (Use them as a replacement for cards which have been damaged or lost.)

PLAYING THE GAME: Players cut the cards. Highest card deals. Dealer shuffles the cards and deals, four cards, one at a time, to each player. Place the remaining cards-face down- on the table within reach of all players. The player to the left of the dealer draws the top card from the deck. Any pair such as two fours, two sevens, etc. or if the card drawn makes a pair, entitles the player to slam down their numbered hand located on the Slap Happy base. As soon as the player slams down their numbered hand, the other players should follow at once. Players must react quickly, for the player who is last to slam down their numbered hand is the loser on this play)indicated by the number appearing on the top, in the center of the Slap Happy base. The player with the pair, places it face up on the table in front of them to be counted as part of their score.

The player then selects any card-without looking at it-from the loser’s hand. If the card picked makes a pair, he can slam the Slap Happy Base again. The player continues picking cards and slamming the Slappy Happy base until they no longer have a pair in their hands. At that time the player can either FAKE a “Slap Happy” play or pass. A player must say “PASS” in order to end their turn.

A player may FAKE a “Slap Happy” play by going for his numbered hand but not touching it. A fake is successful when one or more players are tricked into touching the Slap Happy base.

Each player touching the Slap Happy base during a fake move, loses one card which is picked by the player who is doing the faking. However, if the player who is doing the faking touches the Slap Happy base, but does not have a pair, he loses a card. The card he loses, is picked, unseen, by the player to their left and placed at the bottom of the deck.

When a player no longer has any cards in his hand, the game is not over and he is not out of the game.

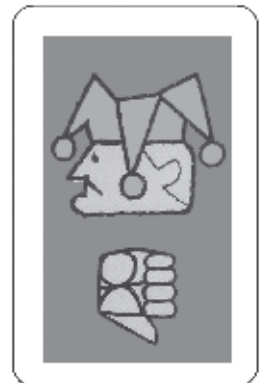
However, the player is not allowed to slam the Slap Happy base during a “Slap Happy” play until they have accumulated at least one card. They do this by picking from the deck during their turn.

FOUL PLAY: In case of a Foul (where the numbered paddles gather in the center of the Slap Happy base without clearly indicating a number) the player whose turn it is picks the top card from the deck and proceeds in the same manner.

THE SMILING JOKER: The Smiling Joker is used as a wild card, it can only be used once. For example: The Smiling Joker and any numbered card, are considered a pair and are played in that manner



THE SAD JOKER: The Sad Joker is a penalty card and will cost a player valuable scoring points if caught with it at the end of the game. The only way a player can get rid of the Sad Joker is to have another player take it from his hand when forfeiting a card.





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ENDING THE GAME: The game is over when the last card is taken from the deck. The player taking the last card may complete their entire turn. If any player has only one card in their hand at this time, the face value of that card must be deducted from their final score. Even if that player is last to slam down their hand during the last play of the game, the winning player may not pick that card from them.

SCORING: At the end of the game the players total their scores by adding the face value of each of the cards they have set aside. The Smiling Joker has a face value of 10 points. If a player is caught with cards in their hand at the end of the game, they subtract the face value of those cards from their score. If a player is caught with the Sad Joker, they subtract 20 points from their total score.

WINNING THE GAME: The player who has the highest total wins the game.

SCORING FOR JUNIORS: At the end of the game, a player adds up the total number of cards they have laid down. Each card is one point. The Smiling Joker has a value of 5 points. If a player is caught with cards in their hand at the end of the game, they subtract that number of cards from their total. If a player has the Sad Joker, they subtract 5 points from their total score.