

Bye Bye Balloons

Spin to win while matching colors

2-4 players, ages 3 & up

Object of the game:

To be the first to get rid of all your cards

Before you begin:

Shuffle the cards and deal them out equally to all players

Place the Spinnerific on the table where all players can reach it.

Playing the game:

The player who has the most blue clothing on starts the game by spinning the Spinnerific.

When the Spinnerific stops, all players, at once, look in their hands to see if they have a balloon card or cards that matches that shown on the spinner.

If they do, they can discard 1 matching card. If a player does not have a match, he/she cannot discard any cards.

The next player now spins the Spinnerific and players repeat the play, but discarding 1 matching card from their hands, if they can. Play continues, with players taking turns spinning the Spinnerific.

Winning the game:

The first player to get rid of all his/her cards wins the game!

Variation of play

Object of the game:

To be the first to get rid of all your cards

Before you begin:

Shuffle the cards and deal 5 cards to all players. Place the remaining cards in a pile facedown on the table, to form a draw pile. Turn the top card of the draw pile over face-up to form a discard pile.

Place the Spinnerific on the table where all players can reach it.

Playing the game:

The player who has the most red clothing on begins the game by discarding a card from his/her hand that matches the face-up card on the discard pile. If the player does not have a match, he/she spins the Spinnerific. If the player has a card that matches the balloon that the Spinnerific arrow points to, then he/she discards this card. If the player cannot match either the top card on the discard pile or the balloon shown on the Spinnerific, he/she draws a card from the draw pile. It is the next player's turn, who must discard a card that matches the top card on the discard pile. If he/she cannot match it, this player spins the Spinnerific and discards a card that matches the balloon the arrow points to. If no match can be made, a draw card is added to his/her hand.

The game continues, with player's matching cards on the discard pile, or spinning the Spinnerific.

Winning the game:

The first player to get rid of all his/her cards is the winner!