

For 2-4 Players Ages 8 & Up

knock knock

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104 Cards

Games Rules

GAME RULES:

"Knock Knock"

"Who's There?"

"Leaf."

"Leaf who?"

"Leaf me alone, I'm playing a really fun card game!"

GAME #1

THE "GRAB IT QUICK" GAME

OBJECT OF THE GAME:

To have the most cards at the end of the game.

BEFORE YOU BEGIN:

There are 4 sets of cards in the box. Take one set (26 cards) and separate the "Knock Knock" cards from the

"Who's There" cards. Shuffle and place the "Knock Knock" cards in a stack, facedown. Shuffle and place the "Who's There" cards face up in rows on the table (the rows will not be even since there are 13 cards.)

Make sure all players can see the cards on the table.

PLAYING THE GAME:

All players look carefully at the cards on the table. The youngest player begins by turning over the top card on the "Knock Knock" pile, saying aloud, "KNOCK KNOCK."

Other players respond, "WHO'S THERE?"

The player reads the card aloud and places it face up on the table.

For example, "GOPHER!"

The other players respond, "GOPHER WHO?"

All players, including the youngest player now search the face up "Who's There" cards on the table.

Whoever is the first to find the matching "Who's There" card, picks it up and says, (in this case):

"GOPHER, HELP, I'M STUCK IN THE MUD!"

This player gets to keep both the "Knock Knock" and the "Who's There" card.

It is the next player's turn to turn up the next "Knock Knock" card, read the card, and so on.

Note: A card "goes with" another card if the two cards together form a Knock Knock joke that makes sense. To help you tell, the words on the cards have matching typeface (this should help you find the cards, too!)

A player cannot grab a card from the table until all players have said, "WHO'S THERE?" and the player who has the "Knock Knock" card has responded. If a player grabs a card too quickly, he/she must miss the next turn. Of course, as the game is played the last few cards will be quickly grabbed, so be ready!

WINNING THE GAME:

When all the "Who's There" cards have been grabbed by the players, the game is over. Whoever has the most cards at the end of the game is the winner.

ALTERNATIVE PLAY:

For a more difficult game, 2 decks of Knock Knock cards can be used, or even 3! The more cards you use the harder the game!

GAME #2

ADVANCED GRAB IT!

This game plays basically the same as the above game, except for the following:

Before you begin, the "Who's There" cards are placed face up on the table. All players look over the cards. Now flip each card to a FACEDOWN position.

As a "Knock Knock" card is turned up, players must try to remember where the matching "Who's There" card is on the table.

This game is much more of a challenge because you not only need quick reactions but a good memory, too!

GAME #3

THE "REMEMBER WHERE" GAME

OBJECT OF THE GAME:

To have the most cards at the end of the game.

BEFORE YOU BEGIN:

There are 4 sets of cards in the box. Take one set (26 cards) and separate the "Knock Knock" cards from the "Who's There" cards. Shuffle and place the "Who's There" cards face up in rows on the table (the rows will be not be even since there are 13 cards.) After everyone has seen the cards, flip each card to a facedown position.

Now, shuffle and deal 4 "Knock Knock" cards to each player. The remaining "Knock Knock" cards are placed facedown to form the draw pile.

PLAYING THE GAME:

The player to the left of the dealer starts the game. On your turn, look at your hand and then try to remember a facedown card on the table that matches a card in your hand.

Choose one of the cards in your hand and say "Knock Knock" aloud.

For instance:

You say, "KNOCK KNOCK," all other players say, "WHO'S THERE?"

You put the card you chose in your hand down onto the table, face up, reading the joke on the card: "BACON," all other players say, "BACON WHO?"

Now, you must find the facedown card on the table that matches your card.

You turn a card over and if you are lucky it will match. If it does, you read the card, "BACON A CAKE."

You have found a match! You can set these matching cards in front of you as your capture pile.

TAKING A SECOND TURN:

Whenever you make a correct match, you can take another turn.

Even if you make 2 successful matches, however, you do not get a third turn. Play passes to the next player.

FAILING TO MAKE A MATCH:

If the card you turn over does NOT match the card you played, you still read what it says.

The joke, of course, will not make sense.

All other players then say, "NO KNOCK KNOCK FOR YOU!"

You turn a card over again facedown. The Knock Knock card is put back in your hand.

It is the next player's turn.

- Whenever you make a match, take another "Knock Knock" card from the draw pile. All players should always have 4 cards in their hand, until the draw pile is depleted.
- On your turn, you must turn over a facedown card, even if you can't remember where a matching one is.

- Always pay attention, because an opponent may turn over a card that you are looking for.

WINNING THE GAME:

When all the "Who's There" cards have been captured by the players, the game is over. Whoever has the most cards in their capture pile at the end of the game is the winner.

When the game is over, shuffle and use another set of cards to play another round.

Note: Once the 4 sets of cards are open, be sure to separate matching "Knock Knock" and "Who's There" cards before setting up a game.

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