**The 5 Whodunwhats**

**Age: 6 +**

**Number of players: 3 to 4**

**Contents:**

4 base cards (one per player)

25 textured counters

3 red counters (in a plastic bag)

1 fabric bag to draw from

**Aim of the game:**

Piece together the day of each Whodunwhat on your base card by collecting the appropriate counters.

**The textured counters:**

One side of each counter is textured according to the Whodunwhat it represents.

The other side holds a shape that symbolises each moment of their day.

The 5 different Whodunwhats represented by a specific texture:

- Squishy: foamy texture

- Scratchy: rough texture

- Smoothy: smooth texture

- Bumpy: corrugated cardboard

- Frizzy: fuzzy texture

Each moment of their day is symbolised by a specific shape on the other side of the counter:

- the whodunwhat is home: triangle (a roof)

- the whodunwhat is eating: circle (a plate)

- the whodunwhat is cycling: two circles (2 wheels)

- the whodunwhat is walking in the forest: a flower

- the whodunwhat is going to sleep: a rectangle (a bed)

For example:

« Bumpy is home »: the counter with corrugated cardboard on one side and a triangle on the other.

**The base card:**

It has to be placed in front of each player so the 5 textured headers are on the left.

Each row represents the day of a specific Whodunwhat. It is headed by the relevant texture.

For instance, the row with the foamy header represents Squishy’s day. Squishy’s day counters must be placed in that row.

**Game set-up:**

The red counters are removed from the bag. Each player takes a base card, put a mask on the eyes and draws 3 counters from the bag (with young players, it could be 5 counters). They then place them in the relevant rows.

Add the red counters to the bag (if you want to use them).

The game is on!

**How to play:**

The youngest player starts.

The game is played clockwise.

On your turn:

Ask any player for a counter you need to complete the day of the Whodunwhat of your choice (eg: « Do you have Scratchy’s bed? » or « Do you have Bumpy’s bike? »).

Note that you can only ask for a counter if at least another one already sits in that same row.

If the player has the requested counter, he must give it to you and you may play again.

If not, you must draw one from the bag as quickly as possible.

If you draw the counter you asked for from the bag, you have to say « good draw » and you may play again. If it doesn’t match what you asked for, you keep the extra counter and it’s the next player’s turn.

When a player completes a full day, they must make it known by saying, for example, « Frizzy’s day is over! ».

If at one point in the game a player has completed some of the rows on their card but the remaining ones are totally empty and if the draw bag is also empty, they can still ask for a counter when it is their turn to play.

The game proceeds until all the days are completed.

**The red counters:**

It’s a game option.

* Ordinary: no texture, no shape
* Spiral: counter with a spiral
* Pirate: counter with a round hole

If you draw ORDINARY, you can ask all the players for a counter you need. If a player has the requested counter, you may play again. If not, you must draw.

Don’t put ORDINARY in the bag again. You can only use it once.

If you draw SPIRAL, you have to give your base card to your left neighbour: It’s your new base card!

Don’t put SPIRAL in the bag again. You can only use it once.

If you draw PIRATE, you just say: “Bad draw” and you keep it in secret. When 2 players exchange a counter that interests you, you say: “PIRATE” and you steal it.

The person who should have had the counter misses his turn.

Don’t put PIRATE in the bag again. You can only use it once.

**Who wins?**

The player who gathers the greatest number of full days wins the game.