



Ages 7+
2-7 Players

OBJECT OF THE GAME

Survive ten rounds of twists and turns and be the player at the end of the game with the lowest score to win!

THE CARDS

Each What's Wild?! game contains 104 cards as follows:

Cards	# of Cards in Game	Function
Numbers 1-12	8 of each number (2 of each skin)	Face Value
Wild Cards	4 (non-skinned)	Any Number of Any Skin
Chameleon Cards	4 (non-skinned)	Change the Numeric Wild Card

Numbers 1-12. 96 cards are divided into four different skins: alligator, cheetah, peacock, and zebra. Numbers 1 through 12 appear twice in each skin.

Wild Cards. Four Wild Cards can be used as any card in the game except a Chameleon Card.

Chameleon Cards. Four Chameleon Cards are used to change the Numeric Wild Card in the middle of a round throughout the game. To play a Chameleon Card, it must be placed in the discard pile. Once put into the discard pile, the player who has discarded the card must verbally declare a new and different Numeric Wild Card than the current Numeric Wild Card. The first player to take a turn after a Chameleon Card has been played may not pick up that Chameleon Card. That player must draw a card from the draw pile. The only time a player may pick up a Chameleon Card from the discard pile is when a player is the first to take a turn after the cards are dealt and the first card to form the discard pile is a Chameleon Card. If picked up, this Chameleon Card may not be discarded on the same turn. Chameleon Cards may be played at any time in a round except after a player has Gone Wild.

SET UP

The game begins with the dealer shuffling the cards and dealing three cards to each player. In subsequent rounds, the dealer will deal an additional card to each player per round. For example, in the second round, players will receive four cards, in the third, five, etc., until the final round, in which players will be dealt twelve cards. The initial Numeric Wild Card in each round is the number corresponding to the number of cards in a player's hand. For example, in the first round, players are dealt three cards and the number 3 is the initial Numeric Wild Card. Likewise, in the final round, players hold 12 cards and the number 12 is the initial Numeric Wild Card.

The remaining cards after the deal are placed into a **draw pile**, face down. The first card on the top of the draw pile is turned face up and becomes the first card in the **discard pile**.

GAME PLAY

The player to the left of the dealer is the first to take a turn. To begin his turn, a player must first draw a single card. He may draw either the top card from the draw pile or the top card from the discard pile. After drawing a card and assessing its value to his hand, a player must discard a card. If the drawn card was from the discard pile, a player may not discard that same card. Play continues clockwise around in the same manner until someone is able to "Go Wild." After each round of play, the player to the left of the previous round's dealer becomes the next dealer. The new dealer shuffles all of the cards before the next round.

HERDS AND CARAVANS

Players must collect Herds and Caravans in sets of at least three cards in order to complete their hands and "Go Wild." Chameleon Cards may not be part of any Herds or Caravans.

Herds consist of at least three cards of the same number, regardless of their skin. For example, holding the 4 of peacock, 4 of alligator, and 4 of cheetah gives a player a Herd. In What's Wild?!, one or more Wild Card may be used to complete a Herd. For example, if 2s have been declared to be wild, a player has a Herd if he holds the 5 of peacock, 5 of zebra, and any 2 (or a card marked "Wild").

Caravans consist of at least three cards of the same skin in numerical order. For example, holding the 4 of zebra, 5 of zebra, and 6 of zebra gives a player a Caravan. In What's Wild?!, one or more Wild Card may be used to complete a Caravan. For example, if 7s have been declared to be wild, a player has a Caravan if he holds the 1 of cheetah, the 2 of cheetah, and any 7 (or a card marked "Wild").

"GOING WILD"

If, after drawing a card and then discarding a card, a player's hand is complete with a combination of Herds and Caravans so that **all of his cards** work together, he is able to "Go Wild." For example, with seven cards in his hand, a player must hold either a seven-card Caravan or a seven-card Herd, or a combination of a three-card Herd or Caravan and a four-card Herd or Caravan. To Go Wild, a player must lay down all of his cards at the same time and declare, "**I'm Going Wild!**" The rest of the players determine that the cards of the player who has "Gone Wild" work together and that player receives zero points for the round. Going Wild signals the end of a round and gives each of the remaining players one more turn to minimize their score or also Go Wild. Once a player has Gone Wild, the Numeric Wild Card cannot be changed. Chameleon Cards may not be put into the discard pile by other players after a player has Gone Wild.

After each of the remaining players take one final turn, they are able to lay down as many Herds and Caravans as possible. The remaining cards in players' hands are then added up according to their point value and added to players' scores. See **Point Value of Cards**, below. Players add up their score at the end of each round, and the player with the lowest total score after the 10th round wins!

POINT VALUE OF CARDS

After a player's final turn in a round, the cards remaining in his hand that cannot be put into a Herd or Caravan of at least three cards are worth the following number of points:

Cards	Points
Numbers 1-12	Face Value
Wild Cards (Including Numeric Wild Cards)	15
Chameleon Cards	20

Note that in some instances, it may be best to discard a Wild Card if it cannot be applied to a Herd or Caravan, especially in the rounds of three and four cards.

ADDITIONAL NOTES

- If, during any round, the draw pile runs out of cards, shuffle the discard pile and use the cards to form a new draw pile. The Chameleon Cards are back in play!
- To play a shorter game, consider playing What's Wild?! with only odd-numbered rounds of 3, 5, 7, 9, and 11 cards or even-numbered rounds of 4, 6, 8, 10, and 12 cards.
- To play a game with less cards in your hand, consider playing What's Wild?! with only the first five rounds of 3, 4, 5, 6, and 7 cards. For an extended game, play rounds of 3, 4, 5, 6, 7, 6, 5, 4, and 3 cards.
- Visit www.whatswildcardgame.com to download a score sheet and the most up-to-date rules and game ideas.