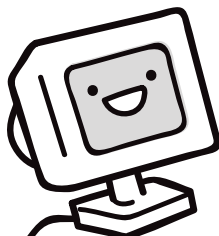


THE RULES



DO AN INTERNET

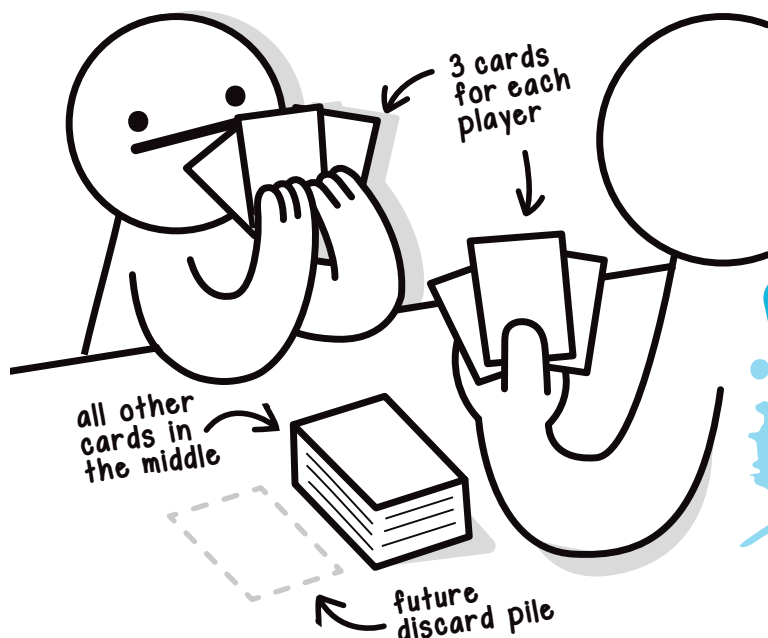
hate reading? we've made a super-simple video for you to watch! search 'how to play muffin time game' on youtube.

AIM OF THE GAME

to win the game and become the master of all things muffin, you'll need to start your turn with exactly 10 cards in your hand.

SETTING THINGS UP

setting up this game is really, really easy. first, shuffle the deck for as long as you can be bothered. next, place it in the middle of the table/room/dog and choose someone trustworthy to deal out 3 cards to each player, face-down.



GAME TIME

the person who suggested playing the game gets to go first. why? because they're a control freak. you can play clockwise or counter-clockwise - nothing in life matters anyway.

IT'S A TRAP

at the very start of your turn, you can place 1 **trap card** from your hand (if you want). it goes face-down in front of you, and sits there menacingly until a player activates it. as soon as this happens, flip it over and read it out loud. once the effects have been resolved, it goes in a face-up discard pile next to the deck.



once placed, these **trap cards** no longer count towards the number of cards in your hand, and you can only have a maximum of 3 in front of you at any time. if you want to add a new trap, you can discard 1 of your placed traps and replace it with another.

ACTION

now you have 2 choices: you can either draw 1 card from the deck or you can play 1 action card from your hand. **action cards** will usually help you gain cards or disrupt the other players. sometimes both!



whenever you play an **action card**, read out loud what it says so everyone can hear. afterwards, send that card to the discard pile. when you're finished, it's time for the next player's turn.

HOLD it RiGht there

if something happens and you're unhappy about it, you can whip out a **counter card** and stop another player in their tracks. you can play these whenever you like, even when it's not your turn.



REMEMBER!

make sure you read your **counter cards** very carefully before you play them. Also, mini-games can't be countered. Let people have fun, you absolute goblin.

MUFFIN TIME

at any point in the game, as soon as you've got exactly 10 cards in your hand, you must shout:

it's MUFFIN TIME!



this warns the other players that you're about to win and gives them a chance to try and stop you. if you have more or less than 10 cards, you don't have muffin time. (sorry about that.)

if you manage to survive and start your next turn with exactly 10 cards in your hand, then congratulations - you've won!



if you didn't say "it's muffin time!", your victory won't count and you'll have to wait until your next turn. bet you feel pretty stupid now, huh?

ANY MORE QUESTIONS?

can i say "it's muffin time!" when it's not my turn?
yes! if you end up with exactly 10 cards during someone else's turn, you still say "it's muffin time".

was my trap/counter card too late?

maybe! if you're using a trap card or counter card, you should be pretty speedy. if it's already the next player's turn, you're probably too late.

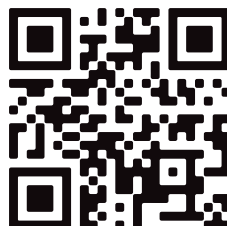
do i get to look at a player's cards before stealing them?

no! if a card says "steal", it means take a card at random, without looking (unless it specifically says otherwise).

what happens if multiple cards are played at once?
start with the first card that was played, resolve it, then move on to the next one until you've caught up.

what happens if something happens that wasn't covered in the rules?

argue about it until a majority of players agree on an outcome. try not to resort to violence.



everything in this game, from evil ties to exploding pies, is from the asdfmovie series on youtube. to see it in action, just give this weird square a scan and laugh like it's 2007.