

F.R.I.E.N.D.S

Let's Play Wheel of Mayhem! Feel the confusion IRL and see why Chandler called it, "...the best game ever!" As featured on *Friends*, this game has all the original wacky instructions (and new ones!) with trivia based off the show. Pick a Wicked Wango card, go up the Ladder of Chance to get to the Golden Mud Hut, but be careful not to get Bamboozled!

Contents: 1 Gameboard, 1 LED Action Wheel, 150 Cards, 6 Mover Tokens, 58 Tokens, 1 Instruction Sheet

Contenu: 1 plateau de jeu, 1 roue à LED, 150 cartes, 6 jetons-pions, 58 jetons-points, 1 règle du jeu

Object: Collect the most points and go up the Ladder of Chance to reach Paradise Pond!

Setup:

- Place the gameboard on a flat surface where it is reachable by all players
- Place the Action Wheel on the gameboard - make sure the switch is on
- Pick your *Friends* character piece and place it on one of the start spaces
- Place the Wicked Wango Cards, Best Game Ever Cards, Razzle Dazzle Cards, Rainbow Ring Cards and Golden Monkey Cards face down on the appropriate spaces on the gameboard
- Give each player 200 points (2 tokens)

Let's Play:

To start, the youngest player will spin the Action Wheel. From there the game moves clockwise with each player spinning the Action Wheel and fulfilling the outcome of the space they land on. You may only choose cards once you are officially on the Ladder of Chance.

The Wheel of Mayhem:

College Graduation: Gain 300 points and move to the first space on the Ladder of Chance.

Twinning: Pay 200 points to the leader (the person at the highest spot on the gameboard) and go to their spot. The leader remains on their spot.

You've Been Bamboozled: Start over! Move back to Start.

Razzle Striking Dazzle: Answer Razzle Dazzle questions consecutively until you get one wrong. Move up on the board the number of spaces equal to the number of correct answers you gave.

Lasso Myasso: Choose someone to move back 2 spaces on the board.

You're in the Jungle Baby: Gain 300 points and go to the third space on the Ladder of Chance.

Mayhem Master: Gain 300 points and immediately make someone else spin.

Friendly Dragon: Gain 500 points and move someone else forward 2 spaces.

AGE / ÂGE
12+

2-6
PLAYERS/
JOUEURS

Knowledge of English Required
Connaissance de l'anglais
nécessaire

The Cards:

Each turn a player will choose a card based on their location on the Ladder of Chance OR spin the Action Wheel (Helpful Hint: It is highly suggested to choose a card). Every card will have a different themed challenge to complete! The person to your right should read the card to you and facilitate your challenge. Don't forget there might be fun bonuses as well indicated on the cards. Follow what each card says to do using your phone as a timer if needed. The cards will let you climb up the Ladder of Chance and earn points (if you get the questions right)! If you get any of the questions on the cards wrong, you'll need to pay 100 points. Be careful of the time limit as well!

Razzle Dazzle: These cards can be taken when you are on the first part of the Ladder of Chance. Each card has a different type of question that might help or harm you in the game!

Super Speedy Speed Round: You get 30 seconds to answer as many questions as you can. Move up on the Ladder of Chance the number of correct answers you said. Your turn ends as soon as you get a question wrong. The reader of the questions gets 100 points for each question asked.

Audio Question: The card reader reads out an audio bite and you must guess who said it. Move forward 2 spaces if you get the answer right. The reader of the question gets 100 points if the player is correct.

Hold Your Breath: Hold your breath while the question is being read and until you know the answer to the question. Move forward 2 spaces and get 100 points if you get the answer right.

This, That or None: Is the answer to the question A, B or none of the above? Move forward 2 spaces if you get the answer right.

Blitz List: Everyone answers the question in a clockwise circle, starting with the player whose turn it is, the active player. You must not repeat an answer or get it wrong otherwise you are eliminated. Players get 100 points for each correct answer. The active player gets to move forward for each correct answer. When the active player is eliminated, the round ends.

Chance: Choose one of three options. Based on which option you choose you get a bonus or something quite unexpected!


Best Game Ever cards: These cards can be chosen throughout the game. You do not have to read these cards aloud and can save them for later use (if the card allows for it). These cards contain different challenges or actions that might help you in the game.

Goal-ed: Save this card. Use it when you have reached the Golden Mud Hut or Golden Monkey to get 400 points. Take another turn after playing it.

Gimme Card: You immediately get all the points of the point leader.

Angel Pass: Save this card. Use it when you would otherwise incur a penalty to avoid the penalty or be forced to pay points.

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S'cuse Me: Save this card. If you are going to share a spot with another player, use this card to go past them on the Ladder of Chance. You are not allowed to go past the Golden Monkey.

Golden Goose: Save this card. Play it on your next turn to go directly to the Golden Mud Hut. This movement ends your turn.

Sweet Treat: Immediately gain 200 points, discard the card, and your turn is over.

Bamboozled! You must return to start and lose all but 200 of your points. There're 6 cards like this in the stack of 30.

Wicked Wango: These cards are similar to Razzle Dazzle cards but can only be chosen once you have reached the Golden Mud Hut.

Personality Test: Test your character knowledge! These cards have questions where the answer will be a character from *Friends*.

Pointless Question: Express yourself! These cards have opinion questions. You get no points but can move forward one space on the Ladder of Chance.

Higher or Lower: These are numerical questions where the answer is above or below a specific number.

Hungry Monkey: Test your knowledge of food on *Friends*!

Millionish Dollar Question: Win big! If you get this question right, you get 1000 points.

Fish Frenzy: This card opens up the question to all players! The player who answers correctly faster than everyone else gets the points.

Unnecessary Twist: This card is actually a Best Game Ever Card. If you've been to the Golden Monkey already during the game, go back up!

Bamboozled: There are 5 cards like this in the stack of 35. You must return to start and lose all but 200 of your points.

Rainbow Ring: These can be drawn only once you've reached the Rainbow Ring at a cost of 100 points a draw. Complete the challenge and you may move forward!

Release Your Inner Thespian: You'll get a quote from *Friends* and you must continue the scene for 30 seconds! Improv is acceptable, but no filler words (like, um, er) are allowed!

One Breath Challenge: Say an excerpt from *Friends* in one breath.

Everything's Like, So Topsy Turvy: Read a monologue, impersonating a character, holding the card upside-down! Complete it in 30 seconds!

Mind Over Bladder: Answer 2 questions correctly in 30 seconds while drinking a full cup of water. The water must be finished by the end of the second answer.

Riskit Biskit: Complete a risky challenge or you'll get Bamboozled!

Music Mayhem: Sing a classic song from the show. If everyone approves, you may move forward.

Bamboozled: There are 3 cards like this in the stack of 20. You must return to start and lose all but 200 of your points.

Golden Monkey: These can only be taken once you have reached the Golden Monkey.

Yank the Tail: Players choose one of three options: Yank it hard, yank it a bit, yank it softly (they CANNOT look at the card). Based on what they chose they will get a random result to fulfill.

Bonuses:

Bonuses can be found on some of the cards. Some bonuses are automatically active, some will require the active player to do something extra to earn the bonus.

Fortunate Buddha Bonus: If you get this question right, take 100 points from each player.

Reader Bonus: Reader of the card with this bonus gets 100 points.

Mayhem Bonus: Choose another player to spin the Action Wheel if you answer the question correctly.

Wager Bonus: Before answering, you may wager any amount of points. If you answer the question correctly, receive the amount of points you wagered, or lose them if you got it wrong.

Backward Bonus: After answering the question correctly, repeat the answer backwards for 100 points.

Mimic Bonus: Player needs to mirror the question reader exactly (what they say, how they say it, in their accent, etc.)

Spinnny Bonus: Stand up and spin in a circle while answering the question!

Hopping Bonus: Hop on one foot while answering the question! Switch legs if there is more than one question.

Best Game Ever: Pick the top Best Game Ever Card, ignore it if it's a Bamboozled Card.

Other Rules:

If you get a card that says "You've Been Bamboozled" you must return to start and lose all but 200 of your points.

If you have to pay points and you can't do so, you've been bamboozled! You must return to start and lose all but 200 of your points.

Gameplay continues until one player reaches Paradise Pond. They get everyone's points and are the winner of Wheel of Mayhem!

To Win: Reach Paradise Pond first by making it all the way up the Ladder of Chance!

WARNING: This toy produces flashes that may trigger epilepsy in sensitized individuals.

ATTENTION ! Ce jouet produit des flashes lumineux qui peuvent provoquer des crises d'épilepsie chez les personnes sensibles.

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