

YOU WISH!™ MAGICAL CREATURES

OFFICIAL RULES

3-8 Players Ages 8+

The Cards: The YOU WISH! deck consists of 60 *Magical Creature* cards, 16 *Action* cards, two *Direction-of-Play* cards, and two *Joker* cards.

Objective: The objective is for each player to collect as many sets of four matching *Magical Creature* cards as they can.

Dealing: First, choose a dealer and remove the *Joker* cards. Stack the “Play Left” and “Play Right” *Direction-of-Play* cards face-up near the center of the table with the “Play Left” card on top. Shuffle and deal each player seven cards for 3-5 players (five cards each for 6-8 players). The remaining cards are placed in a stack face-down in the center of the table as the draw pile.

Play: The player to the left of the dealer starts.

During a player’s turn, they become the **Seeker**. The Seeker will:

1. **Ask** other players for matching *Magical Creature* cards until they are told “YOU WISH!”
2. **Play an Action card** if they choose.
3. **Draw a card** from the draw pile to complete the Seeker’s turn.*

Step 1. Ask: The Seeker looks directly at any other player, addresses them by name, and asks for any *Magical Creature* card the Seeker has in their hand, i.e. “Merlin, do you have any Wizards?”

If the player has one or more of that *Magical Creature* card, they must give them all to the Seeker. The Seeker then continues to ask any player for any *Magical Creature* cards that the Seeker has in their hand.

When a Seeker collects and completes a set of four matching *Magical Creature* cards, this completes a set and these cards are placed face-up on the table in front of them.

If a player does **not** have the *Magical Creature* card requested by the Seeker, they respond by saying, “YOU WISH!”

When the Seeker is told “YOU WISH!” they then have the option to play an *Action* card from their hand OR draw a card from the draw pile, which completes their turn.*

Step 2. Play an Action card: Upon hearing “YOU WISH!” the Seeker may choose to play a single *Action* card from their hand. Only one *Action* card can be played per turn. This is done by placing the *Action* card face-up on the table next to the draw pile (creating a discard pile) and following the action written on the card. There are four different types of *Action* cards:

ASK AGAIN! - Playing this card allows the Seeker to ask any player for any *Magical Creature* card that the Seeker has in their hand. The Seeker continues asking until they are told “YOU WISH!” They **cannot** play another *Action* card during this turn.

SWITCH! - Playing this card changes the direction of play. The *Direction-of-Play* cards on the table are switched and play continues in the *opposite* direction after the Seeker completes their turn.

SKIP! - Playing this card skips the next player. Upon the completion of the Seeker’s turn, the following player loses their turn.

DRAW TWO - Playing this card allows the Seeker to draw two cards instead of one, completing their turn.*

Step 3. Draw a card: After hearing “YOU WISH!” or after playing an *Action* card, the Seeker completes their turn by drawing a single card (or two cards if they played a **DRAW TWO** *Action* card) from the draw pile.* Play then continues to the player to the left or right of the Seeker as indicated by the current *Direction-of-Play* card.

Ending the game: Play continues around the table until the last set of *Magical Creature* cards have been made and laid down. After all sets have been made, the player with the most sets of *Magical Creatures* wins!

***If the Seeker happens to draw the specific *Magical Creature* card they had last asked for, they show everyone the card and the Seeker gets an additional turn starting at Step 1 of Play. This is a new turn and they can use up to one *Action* card.**

F.A.Q.

Q: What happens when there are no more cards in the draw pile?

A: Play continues until all sets of *Magical Creatures* are completed.

Q: What happens if a player has no cards or only *Action* cards in their hand?

A: Upon a player having no *Magical Creature* cards in their hand they should immediately draw one card at a time from the draw pile until they have a *Magical Creature* card in their hand, regardless if they are the Seeker or not.

Q: When playing *Action* cards, are the *Action* cards put down next to the draw pile?

A: Yes. After the first *Action* card is played face-up, it creates a discard pile next to the draw pile. All further *Action* cards played are placed on top of the discard pile.

Q: What are the two *Jokers* for?

A: All YOU WISH! decks come with two *Joker* cards in the event a card goes missing or gets destroyed. We suggest writing the name or drawing a picture of the card being replaced onto the blank *Joker* card.

Q: Can we play a two-player game?

A: Yes. Simply remove the **SKIP!** and **SWITCH!** *Action* cards and *Direction-of-Play* cards from the deck and shuffle. Deal both players seven cards and you're ready to play!

Q: Are there other variations of play?

A: Of course! We at YOU WISH! encourage players to get creative and develop your own house rules. That's how games like YOU WISH! were created. We suggest alternative rules like making sets of two instead of four OR playing with fewer sets for shorter game play. Send us your suggestions at youwishgames.com!

YOU WISH!™ GO FISH

2-8 Players Ages 6+

YOU WISH! Go Fish is played like a game of YOU WISH! without the *Action* cards or *Direction-of-Play* cards. In YOU WISH! Go Fish, only the 60 *Magical Creature* cards are used. Play is the same, except the Seeker only does Steps 1. & 3. No *Action* cards are used. Direction of play is always to the left. The objective is for each player to collect as many sets of four matching *Magical Creature* cards as they can.

YOU WISH!™ MEMORY

1-4 Players Ages 4+

YOU WISH! Memory is a pair finding game. In YOU WISH! Memory, only two of each *Magical Creature* card is used. These cards are shuffled and placed face-down on a table in a grid of 6 x 5 cards. One player begins by turning over two cards, keeping them in their place on the grid.

IF THE TWO CARDS MATCH: If the two cards are a matching pair of *Magical Creature* cards, they are removed from the grid and the player receives a pair and the player gets to go again.

IF THE TWO CARDS DO NOT MATCH: If the two cards are NOT a matching pair, they are turned back face-down in their place on the grid, the player's turn is complete, and play continues to the left.

The objective is to collect the most pairs of matching *Magical Creature* cards. Play continues until all cards are removed from the grid. The player with the most pairs wins.