

# PAPERDOLLS

## CONTENTS

Location Cards (40)

Character Cards (40)

Clothing Cards–Tops(46)

Clothing Cards–Bottoms(46)

## PLAYERS

4

## GOAL

To win as many Location/Character Cards from the judges by the time three rounds have been completed!

## ROUNDS

One round is equivalent to the completion of each player taking the role of the judge. This must be done in consecutive order, clockwise.

## PERIODS

One period is equivalent to players setting their playing cards on the player field, and a judge selecting which group of cards better fits the description on the Location Card.

## ENDGAME

When three rounds have been completed.

## SETUP

- Shuffle the Location Cards and place them faced down in a neat pile in the center of the table.
- Shuffle the Character Cards and place them faced down in a neat pile in the center of the table.
- Shuffle the Tops (Clothing Cards) and distribute 4 cards to each player. Shuffle the Bottoms (Clothing Cards) and distribute 4 cards to each player. Do not show these cards to other players. Each player may only have 8 cards in their hand at a time, and must discard played cards into their following decks after each period. If they have less than 8 cards in their hand, they may restock their hand by picking up more Clothing Cards from either deck (Tops or Bottoms). Once distributed, place the Clothing Card Deck of each kind faced down in tidy piles next to the Location Cards.

## PLAY

- Have the youngest player choose to be a judge for the first period. The judge must choose a Location Card from the deck and read it out loud to the other players. Then, the judge must choose a Character Card from the deck and read it out loud to the other players. The Location Card describes a specific location and the Character Card describes an adjective.

- The rest of the players must attempt to select cards that create a full outfit that best fits the specific location and character (adjective). A full outfit consists of one Top Card and one Bottom Card being played. To play these cards, the player must place the Top and Bottom of their choice on to the table for the judge to see.
- The judge for that period then selects the group of cards that best fits the location and adjective described on the location card. The judge may give the location card to the winning player.
- This completes one period. After each period, the cards played by both the player and judge must be discarded to the bottom of their according piles. Then each player may restock their hand so that they have 4 Tops and 4 Bottoms. Continue the same process with the rest of the players in consecutive order, clockwise, until each player has had a turn to be a judge.
- Once each player has been a judge, it completes one round. Continue this process for three rounds.