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- 64 Cards



Introduction

Taco Cat Goat Cheese Pizza!
Keep these 5 crazy words in mind.

As soon as there is a match between a card and a spoken word, race against each other to slap your hand on the central pile of cards. The last one to do so must take them all. Be quick to be the first to get rid of all your cards. But watch out! Your mind will play tricks on you.

This addictive game is as unique as its name. Enjoy!



Object of the game

Get rid of all your cards and be the FIRST to slap your hand on the Central Pile of cards when you see a Match or a Special Card appears.

Set up

Shuffle and then distribute all the cards evenly amongst players, face down (leftover cards are placed back in the box).

For a 2, 3, 4 or 5 player game, each player is only dealt 12 cards randomly.

Players must not look at their cards while placing them in a draw pile in front of them, **face down**.

Terminology:

Draw Pile: the pile of cards each player has.

Central Pile: the pile in the center of the table.

Match: when a card matches the word said by a player.

How to play

The person to the dealer's left puts a card into the center, face-up, saying "Taco".

The player on their left then puts their card face-up on top of the previous card, while saying "Cat".



Play continues in this way (going "Taco", "Cat", "Goat", "Cheese", "Pizza", "Taco", "Cat", "Goat", "Cheese", "Pizza" ... etc) until the following happens:



The card **that has just been put down** matches the word spoken by the player (e.g., they put down a 'Pizza' while saying "Pizza").



At this point, all the players must SLAP their hands on top of the pile of cards in the center, and the LAST player to do so takes the entire Central Pile, and puts the cards on the bottom of their Draw Pile.

Then that last player starts off the next round saying "Taco", the next player, "Cat" next "Goat" ... etc.



In Addition:

When a player has used all their cards, they continue to say "Taco", "Cat", "Goat", ... etc. in turn, and still have to SLAP the pile when a match occurs or if a special card appears..

Flinching:

If any player slaps incorrectly, or even starts to but jerks their hand back ("flinches") they forfeit the round and pick up all the cards in the center.



Pace:

You have to keep a steady fast rhythm to the game. If you break it by forgetting what you're supposed to be saying or by not noticing it's your turn, you have to pick up the cards.



No Peeking:

All Players must put cards into the pile by flipping them over facing outward. If a player clearly looks at their card before placing it into the pile, they forfeit the round and pick up all the cards in the center.

Special Cards:

All players must complete the actions below immediately when

a special card is revealed, and then SLAP the pile. If a player carries out the wrong action or is the last to SLAP the pile, they must pick up all the cards.



Gorilla: All players beat their chest.



Groundhog: Knock on the table with both hands.



Narwhal: Slap their hands above their head to form a horn.



End of the game

The game ends when a player with no remaining cards is the FIRST to correctly SLAP a match or special card!

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