

### PLAYING WITH SMALL CHILDREN

If children younger than 6 years old would like to play with their older siblings, we suggest that parents switch one rule. Instead of all players racing against each other, players take turns. On each turn, one player rolls the dice, then picks up all of the matching tokens. All other rules remain the same.

If you have questions on these rules or on any of our products, please call us at

**844-962-6446 | M-F 9:00 – 6:00**  
CENTRAL TIME

We'll do our best to help you.

### GAME DESIGN COUNCIL

From time to time, we ask our customers to review games for us and give comments on the gameplay, packaging styles, and other attributes in return for free games. If you're interested in helping us, please visit [www.amigo.games/contactus](http://www.amigo.games/contactus) to sign up or send an email to [info@amigo.games](mailto:info@amigo.games) with "Game Design Council" in the subject line.

### OUR NEWSLETTER

If you'd like to sign up for our email newsletter so you can learn about our other games, please visit [www.amigo.games/newsletter](http://www.amigo.games/newsletter).

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# CLACK!

## THWACK!

The Grab-It-Fast **GAME**  
Suction Cup Game



**PLAYERS: 2-4 | AGE: 6+ | DURATION: 10 MINUTES**

## OBJECT OF THE GAME

To collect the most tokens. Players collect tokens by grabbing the ones that match the number and color or category shown on the dice.

## CONTENTS

- 51 EXTRA-THICK TOKENS
- 1 EXTRA-THICK BONUS DISC
- 4 THWACKERS
- 1 NUMBER DIE + 1 COLOR/CATEGORY DIE
- ILLUSTRATED INSTRUCTIONS



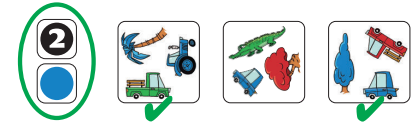
## SET UP

1. Place the Bonus Disc so it's within easy reach of all players. If you've lost the Bonus Disc, flip over one of the tokens so the CLACK! logo shows and use it instead.
2. Shuffle the tokens and place 7 tokens in a circle around the Bonus Disc, with the images face up. Put the remaining tokens aside to form a Draw Pile.
3. Give each player a Thwacker.

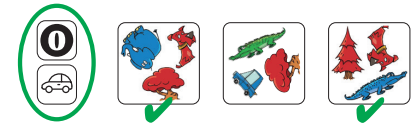
## GAMEPLAY

1. The oldest player rolls both dice. With everyone playing at once, race to find tokens with pictures on them that match the number and color or category combination shown on the dice. When you find a matching token, pick it up with the suction cup on your Thwacker. Quickly pull the token off of your Thwacker and race to thwack another matching token.

For example, if the Number Die shows a 2 and the Color/Category Die shows blue, players race to thwack all of the tokens with two blue images on them.



If the Number Die shows zero and the Color/Category Die shows vehicles, players race to thwack all of the tokens that have no vehicles on them.



2. Play continues until there are no more tokens with the number and color or category combination shown on the dice.
3. If none of the tokens match the number and color or category shown on the dice, then race to thwack the Bonus Disc. If you correctly pick up the Bonus Disc, put it back in the center and collect all 7 tokens.
4. Replace the tokens that were collected with tokens from the Draw Pile so there are once again 7 tokens around the Bonus Disc. Play passes to the left, and the next player rolls both dice.
5. If you pick up an incorrect token (one that doesn't have the number of images that match the color or category shown on the dice), then you must return this token plus one penalty token to the Draw Pile. If you don't have any tokens, you only have to return the incorrect token; you don't have to pay a penalty. If you incorrectly pick up the Bonus Disc, you must give one token you've already collected to each player. If you don't have enough tokens to give one to each player, you must sit out the next round.

## WINNING THE GAME

When a player picks up the last token, the game ends. Stack up all of the tokens you collected and compare your stack to the other players' stacks. The player with the tallest stack wins.