

score an N; the second time, you score an A and so on until a player has spelled the word NACHO. Track each player's letters on your scoring paper. If you claimed more than one pepper in a round because you drew 1 (or both) of the Super Nacho cards, you can subtract 1 letter from your score for each extra pepper you have beyond the first pepper needed to stay in the game. If you have extra peppers but don't have any letters, you don't gain or lose points, but you do prevent other players from subtracting letters.

WINNING:

The last player to spell NACHO is the winner!

 **WARNING:**
CHOKING HAZARD—Small parts.
Not for children under 3 yrs.



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Nacho PEPPER!



CONTENTS:

5 Squishy Peppers
48 Nacho Cards
2 Super Nacho Cards

OBJECT: Win the most rounds by grabbing peppers before other players can take them.

SET UP: You'll need a pencil and piece of paper to keep score. Place the peppers in the center of the playing area, with 1 pepper fewer than the number of players. For example, if you have 4 players, set out 3 peppers.

If playing with 4 players or fewer, add 1 Super Nacho card to the deck. If playing with 5 or 6 players, add both Super Nacho cards to the deck.

The person who most recently ate nachos is the first dealer. The dealer shuffles the deck and deals all cards face down to all players so that each player has their starting draw pile in front of them. It's OK if the cards don't distribute equally among all players. When all cards are dealt, players take the top 4 cards from their draw pile to form their hand.

PLAYING THE GAME: Once all players have formed their hand, the dealer says "Go!" and all players begin drawing cards from their draw pile one at a time trying to get 4 of a kind. Players play at the same time, each going at their own pace. Players can only have 4 cards in their hand at a time, so for each card that is drawn, a card must be discarded. Discarded cards are passed face down to the player on the right. At any point, players can choose to take a card that is passed to them instead of drawing from their own draw pile.

The round ends when a player lays 4 matching cards face up in front of them and grabs a pepper, prompting all other players (even if they don't have

4 of a kind) to also grab a pepper. The player who does not get a pepper loses the round.

SUPER NACHO CARDS: During a round, if a player draws a Super Nacho card, they place the card face up on the table and take a pepper. This action may cause other players to grab a pepper, thinking the round is over. If other players do not grab a pepper, the round continues normally. Any player who mistakenly grabs a pepper automatically loses the round and returns their pepper to the center. Reset the number of peppers in the center to be one less than the number of remaining players by setting extra peppers to the side out of play. All remaining players, even the player with the Super Nacho card and pepper, continue drawing and discarding cards until a player gets 4 of kind and grabs a pepper.

SCORING: When the round ends, any player without a pepper earns a letter from the word NACHO. The first time you don't get a pepper, you