

SAMPLE GAME



Your partner might say something like, *“Dad has to trim this every day!”*
And you would say, *“NOSE HAIR”*

Then your partner would say, *“Of course. Next. Stick these on your head to get instant, long, luxurious locks.”*

Hopefully, you would shout, *“HAIR EXTENSIONS!”*

And when your partner gives you the affirmative,
it is up to you to put the two together to come up with
“NOSE HAIR EXTENSIONS” as your combolution™.



.....
for other MindWare products visit
www.mindware.com
.....

© MindWare 2016

Game design by
Claudia Cleveland-Fields and
Joyce Johnson

4 OR MORE PLAYERS
AGES 10+

BURST OUT LAUGHING GAS™

The Hilarious Game That Brings
Phrases and Families Together

RULES



STOP AND GO BANANAS

Contents:

- 385 cards
- 1 sand timer
- 40 Speak Your Piece of Cake scoring tokens
- Rules



MindWare®

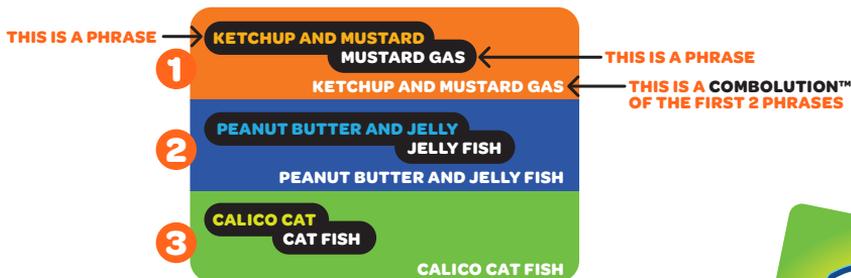
OBJECT:

Be the first team to collect 20 Speak Your Piece of Cake scoring tokens by giving clues to your teammates so they correctly say the combolutions™.

SET UP:

Divide players into 2 equal teams. Place a stack of cards facedown in the center of the playing area along with the scoring tokens and timer. Familiarize players with the elements on a card.

Each card has 3 challenges. Each challenge includes 2 phrases and 1 combolution. A combolution is the correct combination of the two phrases.



Rough Ruff cards have 2 regular challenges and 1 homophone challenge. Homophones are words that have the same sound but different meanings and spellings. These challenges can be **ruff** – we mean **rough!**



**HOMOPHONE
CHALLENGE** →



PLAYING THE GAME:

Select a team to go first. A player from the first team draws the top card from the stack. A player from the opposite team turns over the timer to begin the round.

The player who drew the card begins giving clues to his or her teammates to get them to say the first phrase of the first challenge on the card. NOTE: The player giving clues cannot say any of the words that are part of the phrase. When the correct phrase is said, the player can begin giving clues for the second phrase of the first challenge.

Once the second phrase is correctly given, the teammates must combine the two phrases into one to create the combolution™. To do this, the players eliminate the duplicate word and say one continuous new phrase. NOTE: If the duplicate word is not eliminated, it is not a correct combolution™. Please see the example below:

KETCHUP AND MUSTARD
MUSTARD GAS

Correct Combolution: Ketchup and Mustard Gas

Incorrect Combolution: Ketchup and Mustard Mustard Gas

Note: In some challenges, the phrase contains a compound word, so the overlapping syllable would be eliminated. For example, **DOWN AND OUT** and **OUTHOUSE** would make the combolution™ **DOWN AND OUTHOUSE**.

Once the correct combolution is given, the player can move to the next challenge on the card as long as time remains in the timer. A team's turn ends when all 3 combolutions have been correctly given or the timer runs out.

SCORING:

For each correct regular combolution™ the team takes 1 Speak Your Piece of Cake scoring token from the center pile. For each correct homophone combolution™, the team takes one cake token from the center pile AND an additional cake token from the opposing team. If the opposing team does not have any cake tokens, the team takes another token from the center pile. Once a round is scored, play passes to the other team that then draws a new card from the pile.

WINNING THE GAME:

The first team to collect 20 Speak Your Piece of Cake scoring tokens wins the game.