

# SOMETHING WILD!

Ages 6+  
2-4 players  
15 minutes

## Contents

45 Character Cards (1-9 in five colors),  
10 Power Cards, 1 Pop! Figure, Instructions

## How to Win

Score a Power card by making a set or a run.  
The first player to score three Powers wins!

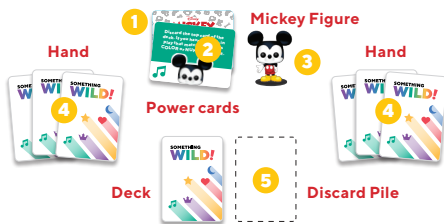
A **set** is **three** cards of any color with the same number.



A **run** is **three** cards of the same color with numbers in order.



## Game Setup



- 1 Shuffle the ten Power cards (with the *Mickey and Friends* backs) and place them in a pile face-down in the center of the play area.
- 2 Flip the top Power card face-up on the pile.
- 3 Place the Mickey figure beside the pile.
- 4 Shuffle the Character cards and deal three to each player as a starting hand—you may look at your hand, but keep it secret from the other players.
- 5 Place the rest of the deck face-down next to the Powers, leaving space for a discard pile.

**The youngest player goes first.**

## Turn Order

On your turn, take these actions:

### 1. Draw

Take the top card of the deck into your hand.

### 2. Play

Place one card from your hand face-up in front of you.

### 3. Take Figure

If you play a card that's the same color as the face-up Power in the center, take the Mickey figure.

### 4. Use Power

If you have the figure you may use a Power that you have scored, **or one in the center**, by following the text on the Power Card.

### 5. Score

If there is a set or a run of three cards face-up in front of you, you score! Discard the three cards you used to score, and take the face-up Power card as a reward.

### 6. Discard

If there are more than five cards face-up in front of you, discard until there are only five.

**Then, play passes to your left.**

## Take Figure

When you play a card that's the same color as the Power in the center, take the figure and place it in front of you. You will keep the figure in front of you, and be able to use Powers, until someone else takes the figure for themselves.

## Use Power

Power cards can help you score, but you can only use them when you have the Mickey figure. You may use a Power once per turn for as long as you have the Mickey figure. You may use a Power you've scored and have in front of you (see Score) or the face-up Power in the center. You don't have to use a Power if you don't want to.



**Example:** When you have the Mickey figure, you may use the center Power or any Powers you have already scored.

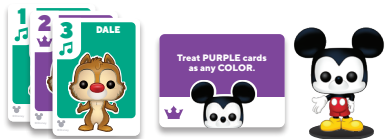
## Score

You can score on your turn if you have three cards that form a set or a run face-up in front of you. Power cards can help you score in other ways too!

When you score, discard the three cards you used to score, take the Power card from the center, and place it face-up in front of you. Then flip the top Power card face-up to replace the one you took.

The Power you scored is available for you to use whenever you have the Mickey figure.

**Note: You do not need the figure to score.**



**Example:** You have the Mickey figure from a previous turn. You use the Power that lets you treat purple cards as any color. You score the Power in the center and take it!

## End of the Game

As soon as you score your third Power, you win! If the deck runs out before someone wins, shuffle the discard pile to form a new deck.

## Combining Multiple SOMETHING WILD Games

Combine two or more **SOMETHING WILD** games to play with more figures and Powers! When combining games, you'll have one Power pile for each figure, but **you'll shuffle all the Character cards together to form one deck.**

If you play a card that matches a Power, take only that figure. If you match more than one Power (multiple Power cards can be the same color) choose one of the figures to take.

You may only use a Power if you have the matching figure—the figure shown on the Power card—but there is no limit to the number of figures you can have at once.

When you score, choose any Power card in the center to take and then flip the top card of that pile to replace it. You can only use a Power if you have the matching figure.



Collect them all for an even **WILDER** time!

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1 Pop! Figure, Instructions

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 **WARNING:**  
**CHOKING HAZARD - Small parts.**  
**Not for children under 3 years.**