

# What's Under THE CARPET?

*What was that movement you caught from the corner of your eye? A shifting bump under the carpet. Could it be animal? Vegetable? Mineral? Monster? Or all of the above? If you want to find out what's under the carpet, you will have to peel that shag right off the tack-board and take a peek. That is ... if you dare.*

## Game Components

- 112 cards: 8 Harmless Creature cards, 8 Pesky Critter cards, 11 Exploding Popcorn cards, 7 Vacuum Cleaner cards, 6 What's Under the Carpet cards
- 1 piece of really cool, shaggy carpet



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## Game Overview

Players take turns drawing cards and placing them face up in front of themselves to create complimentary pairs of *Harmless Creature* cards such as Bird and Nest or Teeth and Gum. Completed pairs are safe. Incomplete pairs are at risk of being lost. Players also slip cards under the carpet. Inevitably, someone draws the What's Under the Carpet card and has to peel up the rug. Players pick up cards from under the carpet; good cards do good things, bad cards wreak havoc. Whoever has the most completed pairs at the end of the game wins.

## Object of the Game

The player with the most 2-card Harmless Creature pairs at the end of the game wins.

## Game Setup

Place the carpet in the middle of the table. Deal 5 cards to each player. Put the rest of the deck in the middle of the table as a draw pile. Leave room for a discard pile. If players have Popcorn Explosion cards, they must slip them face down under the carpet and draw new cards. If players have What's Under the Carpet Cards, they must slide them randomly back into the draw pile and draw replacement cards. After all players have replenished their hands to 5 cards, decide who goes first.





## Taking Your Turn

Start your turn by doing one of the following:

- Start a pair with a Harmless Creature card (see “Creating Pairs” below).
- Complete and set a pair aside for scoring at the end of the game (see “Creating Pairs” below).
- Slip card(s) from your hand face down under the carpet (see “Oh No, What’s Under the Carpet?” below).

End your turn by drawing your hand back up to 5 cards. If you draw a Popcorn Explosion card, slip it facedown under the carpet and draw a replacement card. If you draw a What’s Under the Carpet Card, it’s time to lift the rug (see “Oh No, What’s Under the Carpet?” below).

NOTE: You may slide cards of any type under the carpet up to the quantity of unpaired face up Harmless Creature cards you have on the table in front of you. For example, if you have 3 unpaired Harmless Creature cards, you may slide up to 3 cards from your hand under the carpet. Zero Harmless Creatures means you can’t slide cards under the carpet.

## Creating Pairs

To win the game, you must have the most 2-card pairs of Harmless Creatures. For the purpose of creating pairs, you can only play 1 card per turn so you must play the first card in a pair in front of you on one turn and play the second card to complete the pair on a later turn. You can only have up to 3 unpaired cards on the table at a time in front of you. Pairs consist of 2 Harmless Creature cards that are mates. Here are the Harmless Creature mates:



*You can look at the handy icons on the upper left corners of the cards for a reminder of Harmless Creature card mates.*

Unpaired cards in front of you can be taken out by Pesky Creature cards (see “Oh No, What’s Under the Carpet?” below). Once you have completed a pair, nobody can take it away. Set the pair aside for scoring at the end of the game.

## Oh No, What’s Under the Carpet?

When you draw a What’s Under the Carpet card, you must say: “Oh no, what’s under the carpet?” The game is immediately interrupted. Here’s what to do:



*Place the What’s Under the Carpet card over the draw pile to interrupt the game.*

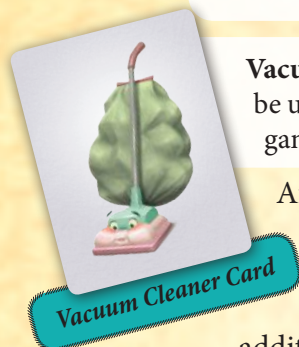
**1** Pick up the carpet. If there are no cards under the carpet, discard the What’s Under the Carpet card, draw your hand back to 5 cards, and your turn ends. If there are cards under the carpet, place the What’s Under the Carpet card face up on top of the draw pile to prevent players from drawing new cards.

**2** Starting with the player on your left and going clockwise, players pick up one of the face down under-the-carpet cards and react to it until all cards have been picked up. There may be Pesky Critter cards, Harmless Creature cards, Vacuum Cleaner cards, or Popcorn Explosion cards under the carpet. Here’s what the cards do when you pick them up:





**Pesky Critter cards:** Take out archenemy Harmless Creature cards (See “Pesky Critters and Their Archenemy Harmless Creatures” below). Discard it along with all of its unmatched Harmless Creature archenemy cards on the table in front of you (You may discard a Vacuum Cleaner card from your hand to discard the Pesky Critter and keep your unmatched Harmless Creature cards on the table). If you don’t have the Pesky Critter’s Archenemy card, discard the Pesky Critter card.



**Vacuum Cleaner cards:** Add to your hand to be used to stop Pesky Critter cards later in the game.

After all of the Under the Carpet cards have been played, all players draw their hands back to 5 cards (players who have more than 5 cards don’t draw additional cards and don’t have to discard

down to 5 cards). Once all players have at least 5 cards in hand, the player who drew the What’s Under the Carpet card removes it from the top of the draw pile and discards it. Play continues with the next player in clockwise order.

**Harmless Creature cards:** Start or finish pairs with the cards in front of you on the table. You may also add Harmless Creature cards to your hand (even if this increases your hand to more than 5 cards).



**Popcorn Explosion cards:** Use a Pesky Critter card from your hand to take out all of its Harmless Creature archenemies in front of any single opponent. Discard the Popcorn Explosion card, your Pesky Critter card, and your opponent’s archenemy Harmless Creature card(s). Your opponent may play a Vacuum Cleaner card from his or her hand to keep his or her unmatched Harmless Creature card(s) on the table but you still have to discard your Pesky Critter card and the Popcorn Explosion card. If you don’t have a Pesky Critter card, discard the Popcorn Explosion card without taking any action.



## Pesky Critters and Their Archenemy Harmless Creatures

Each Pesky Critter card has 1 archenemy Harmless Creature card. Pesky Critter cards, when picked up from under the carpet or played as the result of a Popcorn Explosion card, can only take out its specific archenemy. One Pesky Critter card takes out all of its archenemy Harmless Creature cards in a player’s set of unpaired face up cards. Here is a list of Pesky Critter cards and their archenemy Harmless Creature cards:



Shark takes out Fish



Lawnmower takes out Seaweed



Shoe takes out Gum



Tooth Fairy takes out Chattering Teeth



Ax takes out Nest



Cat takes out Bird



Rat takes out Elephant



Nutcracker takes out Peanuts

You can look at the handy icons on the upper left corners of the cards for a reminder of Pesky Critters’ archenemy Harmless Creature cards.



NOTE: For convenience of play, the cards have been color-coded into groups of paired Harmless Creature and Pesky Critter cards. For example, the Fish-Shark-Seaweed-Lawnmower group of cards all have blue backgrounds.

## Ending the Game

The game instantly ends when a player picks up the last card from the draw pile. All players count how many pairs they have created during the game. The player with the most pairs wins.

## Dang Important Rules to Remember

### Unpaired Card Limit

It requires 2 turns to create Harmless Creature pairs: turn 1 to start a pair, a later turn to finish the pair with a second Harmless Creature card. You are only allowed to have up to 3 unpaired cards on the table in front of you at a time. You may not replace a face up unpaired card with a card from your hand.

### Sliding Cards Under the Carpet

During your turn, you may slide cards from your hand under the carpet up to the quantity of unpaired face up Harmless Creature cards you have on the table in front of you. For example, if you have 3 unpaired Harmless Creature cards, you may slide up to 3 cards from your hand under the carpet. You may slide Pesky Critter, Harmless Creature, or Vacuum Cleaner cards under the carpet. If you have no unpaired Harmless Creatures, you may not slide cards under the carpet.

### More than 5 Cards in Your Hand

At times during the game, you may have more than 5 cards in hand. That is okay. Just don't draw extra cards at the end of your turn until you have less than 5 cards.

### Pesky Critter Cards May Take Out Multiple Archenemy Harmless Creatures

A Pesky Critter card, whether picked up from under the carpet or played with a Popcorn Explosion card, takes out all of its archenemy Harmless Creature cards in front of a player. For example, if you pick up The Nutcracker card from under the carpet and you have 3 unpaired Peanut Harmless Creature cards on the table, you must discard the nutcracker and all 3 unpaired Peanut cards.

## Credits

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