F·R·I·E·N·D·S
THE TELEVISION SERIES

Wicked Wango Quiz

What you need to play

- A The Ladder of Chance = 7 lettercards (F, R, I, E, N, D, S)
- B 6 coloured dot movers
- C 1 Wheel of Mayhem (+play aid card)
- D 1 dice (+play aid card)
- E Mud Hut card deck (blue back)
- F Rainbow Ring card deck (red back)
- G Golden Monkey card deck (yellow back), including H 1 Paradise Pond card

E

F

G

B

A

1 Mud Hut Zone

2 Rainbow Ring Zone

3 Golden Monkey Zone

H

RAINBOW RULE

C

D

How to set up the game

- Place the 7 lettercards next to each other to form the word 'FRIENDS'. Leave a little space in between them. This is the Ladder of Chance.
- Extract the Paradise Pond card from the Golden Monkey deck and place it face-up as the last card of the Ladder of Chance.
- Shuffle the Mud Hut, Rainbow Ring and Golden Monkey decks and position them on their respective zones. These are the zones' draw piles. Next to these, you will create the zones' discard piles.Next to these, you will start the zone's discard piles.
- Place the Wheel of Mayhem (and its play aid card) on the table for everyone to see.
- Place the dice (and its play aid card) on the table for everyone to see.
- Each player picks a coloured dot mover and places it to the left of the F card at the start of the Ladder of Chance.of Chance.
- The player with the best wildlife encounter story starts. C'mon: who has seen a lion in the car park? Or a zebra crossing the road?

And the winner is...

The first player to pass The Ladder of Chance, reach Paradise Pond and yank the Monkey's Tail is crowned Wicked Wango King or Queen.

The ladder of Chance

- Start at the letter card F. By answering correctly, you move up the Ladder of Chance. More specifically: you have to jump OVER the lettercards, so that you always 'land' and wait for your turn in between the letters.
- The Ladder of Chance has 3 zones, each with a characteristic colour and level of difficulty:

1 F&R = Mud Hut zone (easy)
2 I,E&N = Rainbow Ring zone (medium)
3 D&S = Golden Monkey zone (hard)

- Each zone of the Ladder has its own matching draw pile of question cards. By answering questions correctly, you get to move forward. The higher you climb, the harder it becomes.
- Before you are allowed to enter the Golden Monkey zone for the first time, you must pay an entry fee in the form of handing over a Rainbow. This is called the Rainbow Rule (see below) You must keep the question cards that you collect in front of you on the table, with the colours on the back visible (questions facing down).

Rainbow Rule (Entry fee for the Golden Monkey - zone 3):

- Before you enter the Golden Monkey zone for the first time – that means, before you can jump over the lettercard D – you must pay an entry fee in the form of handing over a 'Rainbow'. This is a set of cards that together show all 6 different colours on the back. You must do this from the cards in front of you on the table. Keep the question cards you collect on the table with the colours visible (questions facing down).
- The Rainbow Rule applies for all players that enter the Golden Monkey zone for the first time.
- When you hand over your Rainbow, place the cards on the discard pile of the zone they originated from.
- Google cards can have 2 or 3 colours on the back.
- Wicked Wango and Super Speedy Speed cards are jokers. You may hand them over as any of the 6 colours.

Example of a rainbow fee:

All these cards must be discarded before you may enter the Golden Monkey zone.

As shown here, you might lose some colour doubles while paying the entrance fee.

In this example, the joker substitutes the colour Purple.

The sole exception!

When rolling the Gimme Gimme Gimme! surprise action with the dice (only in the Rainbow Ring zone, see below), you can perform a position and hand cards switch. This is the only time when you can enter the Golden Monkey zone for free.

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On your turn:

- **Roll the dice. Look at the symbol that faces up and:**

A. Answer a question card of the zone you are in.
B. Spin the Wheel of Mayhem.
C. Receive an Angel Pass.
D. Get a surprise action.

- **Once you've reached Paradise Pond, try to yank the Monkey's Tail!**

Rolling the Dice

A. Q&A! : You must answer a "Question" card:

The zone decks contain 3 kinds of question cards:

- **'GOOGLE' CARDS:** answer the (open-ended) question that corresponds to the number indicated by the Wheel of Mayhem.
- **'WICKED WANGO' CARDS:** shout out 'higher' or 'lower' to the Wango statement that corresponds to the number indicated by the Wheel of Meayhem.
- **'SUPER SPEEDY SPEED ROUND' CARDS:** answer all statements on the card with a "Yes" or "No" fast. You've only got 30 seconds.

Asking Questions:

- Allow the person on your right take the card on your behalf and ask the question(s).
- Take a question card from the zone deck corresponding to the lettercard behind your dot on the Ladder of Chance. For example: if you're at the beginning, take a Mud Hut (easy) card. If you're between R and I, take a Mud Hut (medium) card. If you're between E and N, take a Rainbow Ring (hard) card, and so on.

Answering Questions:

- **When your answer is INCORRECT:**

  you must place the question card on the discard pile of the zone it originates from. Your turn is now over.

- **When you answer is CORRECT:**

  1. Keep the question card (Tip: try to gather as many cards as possible to pass the Rainbow Rule)

- **2.** Take one step forward. If the Rainbow Rule prevents you from moving forwards, you stay on the same spot.

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B. Wheel of Mayhem!

Spin the wheel before you answer a question card and hope for a bonus:

1. Oxygen

The player on your right takes a question card. Hold your breath for as long as it takes them to read the question to you aloud. Then say your answer. Important: the reader may read slowly, but must never pause for longer than 2 seconds.
- **Correct?** Take a step forward, keep the card.
- **Incorrect?** Sorry! You stay on the same spot... and no, you may not keep the question card.

2. Backwards

The player on your right takes a question card. Say the correct answer, but backwards! If the answer is "Phoebe", you must say "ebeohP". You only get one try, so give it your best shot.
- **Correct?** Take a step forward, keep the card.
- **Incorrect?** Sorry! You stay on the same spot... and no, you can't keep the question card.

3. Out of tune

The player on your right takes a question card. You sing your answer to the tune of a well-known song. All players can only use the same song once per game.
- **Correct?** Take a step forward, keep the card.
- **Incorrect?** Sorry! You stay on the spot... and no, you may not to keep the question card.
- **HOWEVER!** Other players can now have a go at guessing the song. The first player that gets it right can take a step forward.

4. Unagi

Yell "UNAGI!" and point at a player of your choice for a hand slap-flitch game.
- **Win?** Take a step forward
- **Lose?** Sorry! You get nothing and must stay on the same spot.

How to win a hand slap-flitch-game?

The player who rolls the dice is the slapper. The player who gets challenged by the slapper, is the slappee. The two players extend their hands forward. The slappee is on the defence and has their palms down. The slapper places their palms up just under the slappee's hands.

. The goal of this game is for the slapper to slap the back of the slappee's hands before the slappee can pull them away. If the slapper misses, the players swap roles and play again.

• When the slapper (the player who rolled the dice) hits the slappee, they win the game.
• When the slapper gets hit, they lose the game.
• The slappee (the player who got challenged) can never be the winner. They can only make the slapper lose the game.

5. janice

Answer a question card.
- **Correct?** Take a step forward, keep the card.
- **Incorrect?** Sorry! You stay on the spot... and no, you may not keep the question card.
- **HOWEVER!** another player may yell "OH MY GOD!" in the voice of Janice. They can then have a shot at the answer.
  - **> Correct?** They may take a step forward and keep the card.
  - **> Fail?** They must take a step backwards.

6. how you doin'?

Answer a question card.
- **Correct?** Take a step forward, keep the card.
- **Incorrect?** You don't know the answer? You may point to another player and say "How you doin'?". This player may answer the question.
  - **> Correct?** You take a step forward. But no, you may not keep the question card. The helper only gets a big "THANKS FRIEND!"
  - **> Incorrect?** You BOTH take a step backwards.

C. Angel Pass

When you roll an Angel Pass, take one step forward. If this isn't possible – for example: if you don't have the entry fee for the Golden Monkey zone – you stay on the same spot.

D. Surprise!

When you roll a turkey, you may play a surprise action, depending on what zone you're in. Check the card behind your dot on the Ladder of Chance to see the zone. Place the play aid card for the turkey on the table, it can help you to easily see what action to play:

- **If you are in the MUD HUT zone:** you got stuck in the mud! Skip a turn
- **If you are in the RAINBOW RING zone:** gimme, gimme, gimme! Switch places AND cards with the player of your choice, in any zone. If entering the Golden monkey zone for the first time, the Rainbow Rule DOES NOT apply.
- **If you are in the GOLDEN MONKEY zone:** you got Bamboozled! Spin the Wheel of Mayhem to see how many steps you need to go back.

Paradise Pond

You've reached Paradise Pond ... Next turn, you may enter and yank the Monkey's Tail before you've missed your chance and you have to go back.

You want to play the Paradise Pond round?
Next turn, take the top 3 cards of the Golden Monkey deck and add the Paradise Pond card. Shuffle these cards and allow another player to hold them up to play the round. Now pick a card from the hand:

- **Did you pick a question card?** Then answer the question appointed by the Wheel of Mayhem:
- **If your answer is correct:** Pick another card from the cards left in the hand.
- **If your answer is incorrect:** Your turn ends. Used question cards are discarded and the Paradise Pond card goes back in place. Better luck next time.

- **Did you pick the Paradise Pond card?**
Congratulations! You yanked the Monkey's Tail right in time, and you can stay in Paradise Pond! You ARE the Wicked Wango King or Queen!

Rule wisely.

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