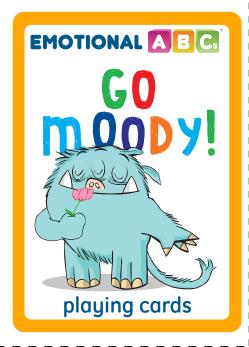


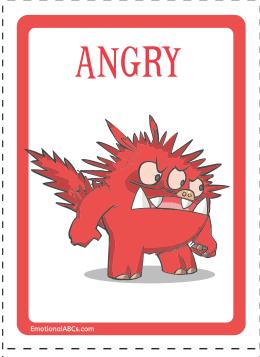
Set One



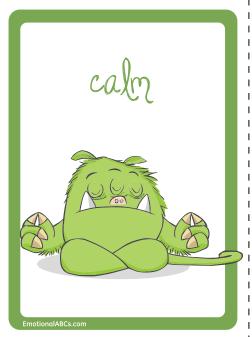














Set One







GO MOODY-For 2-6 players

Collect the most sets of matching cards (4 cards per set, 13 total sets) to win!

Shuffle the cards. For 2 players, deal 7 cards each. For 3 or more players, deal 5 cards each. Spread out remaining cards face down to be used as the 'pool.'

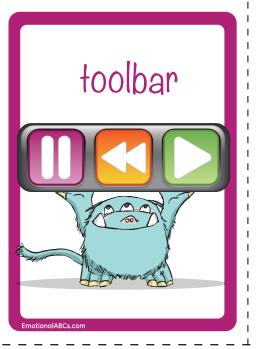
Players check their hands for matching sets of 4 and place any full sets face-up on the table.

The youngest player goes first, asking any other player for a card that matches a card in his/her own hand. For example, the young (1st) player says, "Mom, do you have any Sad Moodys?"

The player who was asked must give ALL requested matching cards to the 1st player. If there is a match, the 1st player gets another turn, asking any player for a card that matches a card the 1st player currently







holds. (A player immediately puts any full set down on the table face up.)

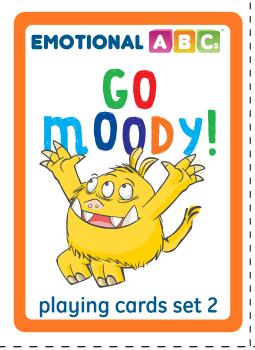
The 1st player continues to have a turn as long he keeps getting matches. If a request cannot be fulfilled, he is told, "Go Moody!" and draws a card from the pool. If the requested card is drawn, the player shows the other players and gets another turn.

If the drawn card is not a match to the request but completes another set in his/her hand, the player places the set on the table but the turn is over. If the drawn card does not match the request, the card is added to the player's hand and the turn is over. The next player gets a turn.

If there are no more cards in the pile, players continue to ask for cards from each other. The game is over when someone has no cards left and/or the pile has run out. The player with the most sets wins.

Game variation for young players: Collect 2 matching cards per set.

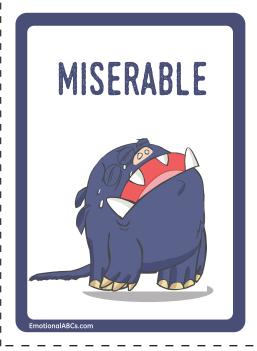
Set Two

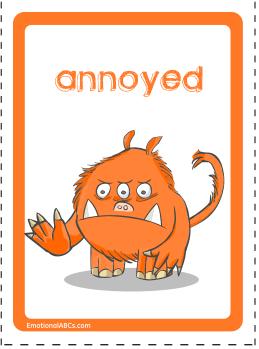










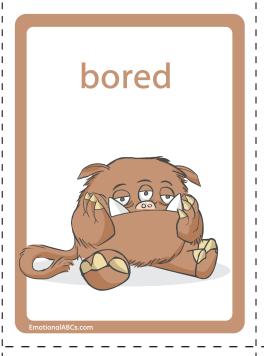


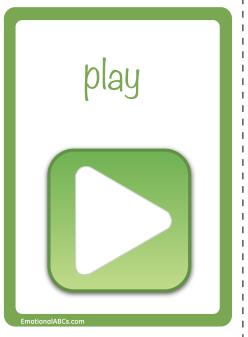




Set Two







GO MOODY-For 2-6 players

Collect the most sets of matching cards (4 cards per set, 13 total sets) to win!

Shuffle the cards. For 2 players, deal 7 cards each. For 3 or more players, deal 5 cards each. Spread out remaining cards face down to be used as the 'pool.'

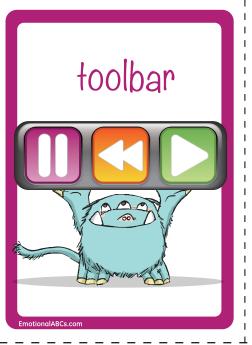
Players check their hands for matching sets of 4 and place any full sets face-up on the table.

The youngest player goes first, asking any other player for a card that matches a card in his/her own hand. For example, the young (1st) player says, "Mom, do you have any Sad Moodys?"

The player who was asked must give ALL requested matching cards to the 1st player. If there is a match, the 1st player gets another turn, asking any player for a card that matches a card the 1st player currently







holds. (A player immediately puts any full set down on the table face up.)

The 1st player continues to have a turn as long he keeps getting matches. If a request cannot be fulfilled, he is told, "Go Moody!" and draws a card from the pool. If the requested card is drawn, the player shows the other players and gets another turn.

If the drawn card is not a match to the request but completes another set in his/her hand, the player places the set on the table but the turn is over. If the drawn card does not match the request, the card is added to the player's hand and the turn is over. The next player gets a turn.

If there are no more cards in the pile, players continue to ask for cards from each other. The game is over when someone has no cards left and/or the pile has run out. The player with the most sets wins.

Game variation for young players: Collect 2 matching cards per set.