

SPIKY GO!

RULEBOOK



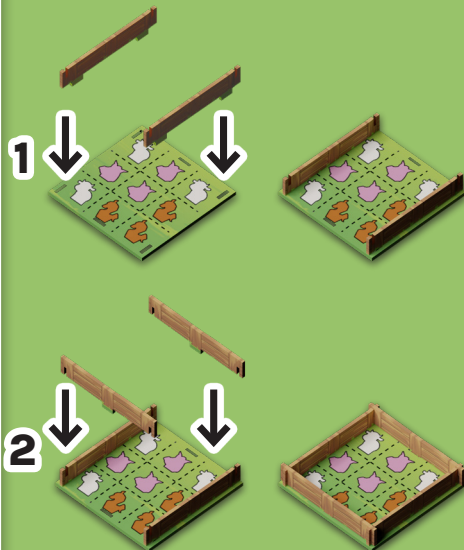
SPIKY GO!



Get ready, the school trip is coming! Today we are going to visit an amazing farm. Fresh air and a perfect place to have a great time.

We've arrived and... Oh no! The animals escaped from the barns, what a mess! The farmer, Mr. Smith, needs our help to get his lovely animals back to the barns. It's time to have lots of fun! Let's get the animals back together with the super special help of the shepherd dog, Spiky! The game is about to begin. Here we go!

HOW TO BUILD THE BARN



GAME COMPONENTS



GAME OBJECTIVE

Players need to collect as many cards as they can to receive their animal meeples and place them in their barns. The first to complete 2 lines of animals in their barn will be the winner!

STARTING THE GAME

- 1 - Give the Spiky meeple to the youngest player.
- 2 - Give one barn to each player.
- 3 - Shuffle the cards into a pile. Place it face down on the table within everyone's reach. For two players: after forming the pile, separate four random cards that will not be used in this round, leaving them face down on the table.
- 4 - Draw and reveal cards from the top of the pile to form a horizontal line on the table. The row must be formed with at least 5 cards with a minimum of 2 different types of animals. For two players: the row must have at least three cards with at least two different types of animals.
- 5 - Place the animal meeples on the table within everyone's reach.



HOW TO PLAY

After forming a row of cards, players must say SPI...KY...GO!

When they say GO! they must make the sign with their hands corresponding to the card they want to get. This is repeated in the beginning of each turn to get the cards!



COW

PIG

HORSE

If only one player chose to make the sign correspondent to a type of animal, they get all available cards of that type.

If more players make the same sign, they are given the same number of cards of that type. If there are cards left, they remain on the table for the next round.

If it is not possible to give the same number of cards to these players and none of them has the Spiky meeples, no one gets the cards.

If it is not possible to give the same number of cards to the players and one of them has the Spiky meeples, that player gets all the cards of that type.

At the end of the round, whoever has the most cards of the same type receives the corresponding animal meeples and places it in their barn.

4

PLAY TIME

Now that we know the signs and how to get the cards, let's play!

A Spiky-Go! round has many turns.

Each turn, players must gather as many cards of the same type as possible. The goal is to receive, at the end of a round, the corresponding animal meeples to place in their barn.

Let's see some examples of situations that can happen in a round.

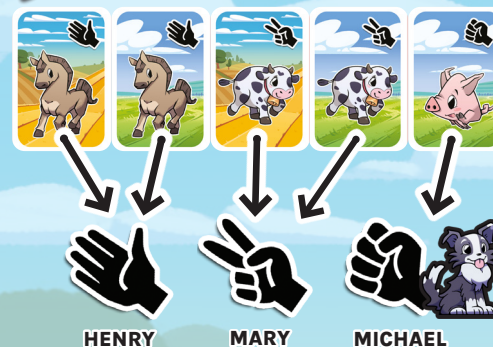
Henry, Mary and Michael are ready to play. The cards are on the table, each one has their own barn. Michael has the Spiky meeples.

Ready? Let's start the first turn of the round!



EXAMPLE 1

SPI-KY-GO!



HENRY

MARY

MICHAEL

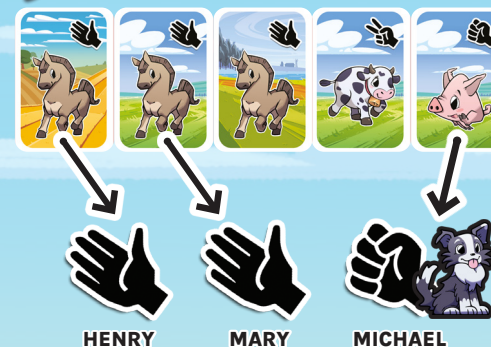
Henry made the horse sign, Mary made the cow sign and Michael made the pig sign.

As Henry was the only one to choose the horse, he gets all the cards of that type. Mary was also the only one to choose the cow and Michael was the only one to choose the pig. So, everyone gets all the cards of the type they chose.

Everyone got their cards and there were no cards left for the next turn. So let's repeat step 5 and form a new row. Let's start a new turn!

EXAMPLE 2

SPI-KY-GO!



HENRY

MARY

MICHAEL

Henry made the horse sign, Mary also made the horse sign and Michael made the pig sign.

Henry and Mary tied when they chose the horse. So, they got the same number of cards. Everyone gets a card. The one left remains on the table for the next turn.

Michael was the only one who made the pig sign, so he took the card of that type.

Nobody made the cow sign. Then, together with the horse card, its cards remain on the table for the next turn. Let's complete the row and start a new turn.

5

EXAMPLE 3

SPI-KY-GO!



Henry made the pig sign, Mary also made the pig sign and Michael made the horse sign.

It is not possible to give the same number of cards to Henry and Mary. So, they do not get the card and it remains on the table for the next turn.

Michael was the only one to make the horse sign. He gets the two cards of that type.

Nobody made the cow sign. Then, together with the pig card, its cards remain on the table for the next turn. Let's complete the row of cards again.

EXAMPLE 4

SPI-KY-GO!



Henry, Mary and Michael made the pig sign. So, each of them gets a card, as there is the same number of cards available for each player.

Nobody made the horse or the cow sign. These cards remain on the table for the next turn.

EXAMPLE 5

SPI-KY-GO!



Henry, Mary and Michael made the cow sign. So, each of them gets a card, as there is the same number of cards available for each player.

The remaining cow card stays on the table for the next turn, along with the pig card.

Let's form a new row!

EXAMPLE 6

SPI-KY-GO!



Henry, Mary and Michael made the horse sign.

It's not possible to give the players the same number of cards, but Michael has the Spiky meeple! With it, the player wins in case of a tie. Michael gets all the cards of that type!

The pig cards remain on the table to form the next row.



SPIKY NOTE:

Spiky should always be used in cases of a tie when it is not possible to give the same number of cards to the players involved!

After getting some help from Spiky, pass his meeple to the player on your left. Our beloved dog likes to help everyone.



END OF THE ROUND

At the beginning of a new turn, if there are no more cards in the pile to complete the row on the table, or all the remaining cards revealed are of the same type, there will be no other turn, it is the end of the first round. Now let's get our precious animal meeples.



COUNTING CARDS AND RECEIVING ANIMAL MEEPLES

At the end of a round, we will count the total number of cards of each type that players managed to collect.

The player who gathered the most cards of the same type receives that animal's meeple. If more players get the most cards of that same type, each of them receives that animal's meeple.

Remember to place the animals in the best way possible to complete 2 lines in the barn. According to Mr. Smith, that's the only way they can be tamed!

They must then be placed in the barns according to the indicated location for each type of animal. After all, each of them has their favorite spot in the barn. Once placed, the meeple cannot be moved!

If a player gets an animal meeple they cannot place in the barn, they will NOT receive the meeple. This happens when you receive a fourth meeple of the same animal. They hate crowds!



Henry gathered four horse cards, two cow cards and three pig cards.
He receives a horse meeple, as he has the most cards of that type.
He receives a pig meeple, as he has the most cards of that type, tying with Michael.

Mary gathered a horse card, three cow cards and two pig cards.
She receives a cow meeple, as she has the most cards of that type.

Michael gathered a horse card, two cow cards and three pig cards.
He receives a pig meeple, as he has the most cards of that type, tying with Henry.

RESTARTING THE GAME

After arranging the animal meeples in the barns, if no player has completed 2 lines to win, prepare the table again for a new round, repeating steps 4 and 5 of STARTING THE GAME.

END OF THE GAME

The game ends as soon as any player manages to complete 2 lines of animals in their barn. Lines can be vertical, diagonal or horizontal.

If two or more players complete 2 lines at the same time, the one who has more animal meeples in the barn will be the winner. If the tie persists, whoever has the Spiky meeple, or whoever is closest to receiving it, will be the winner!

HENRY

MARY

MICHAEL



Henry gathered 5 animals in his barn, and so did Michael. However, Henry was the only one to complete 2 lines, which is why he is declared the big winner!

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