

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.

Contents

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



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

Game Setup



- 1 Shuffle the ten Power cards (with the **Baby Groot** 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 Baby Groot mover 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.

On Your Turn

Take these actions, in order:

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 Mover

If you played a card that's the same color as the face-up Power in the center, or that has the "take a mover" symbol, take the Baby Groot mover (whether from the middle or another player).

4. Use Power

If you have the mover, you may use one Power that you have already scored, **or the one in the center**. (See **Power Symbols Explained** on reverse.)

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 Mover

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



Take a Mover
Symbol



Use Power

Power cards can help you score, but their effects only last until the end of your turn. You may use a Power you've scored and have in front of you (see **Score** on reverse) or the face-up Power in the center. You don't have to use a Power if you don't want to.



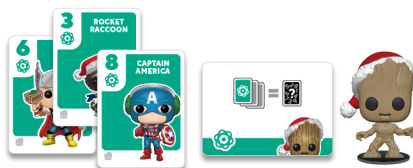
Score

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 Baby Groot mover.

Note: You do not need the mover to score.



Example: After playing a Green 3, you take the Baby Groot mover because the card you played and the Power Card are the same color. Then use the Power that lets you treat green cards as any number to form a run. You score the Power in the center!

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 movers and Powers! When combining games, you'll have one Power pile for each mover, 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 mover. If you match more than one Power (multiple Power cards can be the same color) choose one of the movers to take. If you play a card with the "take a mover" symbol, you may take any mover being used in the game.

You may only use a Power if you have the matching mover – the mover shown on the Power card – but there is no limit to the number of movers 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.

Power Symbols Explained



Discard the top card of the deck. All other players discard a card in play that matches that card's **COLOR**, if possible.



Treat 9s in play as any **COLOR**.



If you have any **PURPLE** cards in play, play a card from the discard pile.



If you have three **RED** cards in play, you may score with them.



If you have three cards in play that total exactly 12, you may score with them.



Discard the top card of the deck. All other players discard a card in play that matches that card's **NUMBER**, if possible.



Treat **GREEN** cards in play as any **NUMBER**.



If you have any **2s** in play, draw and play an extra card.



If you have a **3**, a **5**, and an **8** in play, you may score with them.



All players pass a card from their hand to the previous player.

SOMETHING WILD!

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

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