Ages 54 2-10 Players 20 Mightes

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Contents: 12 Teacups, Tea Party Table, Table Base, 54 Cards, Instructions ***



Set Up

learn How to Play!

 Insert the tea party table into the base and place it in the center of the play area.

2. Place the 12 teacups nearby.

Shuffle the cards and deal 6 to each player as a starting hand. You may look at your cards, but keep them secret from the other players.

Note: If you have 8 or more players, deal only 4 cards to each player.

Place the remaining cards in a facedown deck within reach of all players, and leave room for a discard pile.

The player who most recently drank tea goes first!



Object

Be the first player to play all of your cards!

OR

Stack the last teacup on the tea party table!



STEP TEOY SO

1. Play a Gard

Play a card from your hand and place it on the discard pile. You may only play a card if you can do what it says.

If you have no cards you can play, draw from the deck until you find one you can play and then play it. If the deck runs out, shuffle the discard pile to form a new deck.

Important: Do not draw a card to replace the card you played.

2. Stack a Teacup

Most cards require you to stack a teacup of the size or color shown. Take a teacup that matches the card and stack it (see **Rules for Stacking**). If the teacup shown on the card is already on the tea party table, you cannot play that card.

Note: If you play I'm Late! I'm Late! you remove a teacup instead of stacking one. If you play I'm Not All There Myself!, you don't stack a teacup, but instead you must draw a card (see **Special Gards**).

3. Gourt to Three

Count "1, 2, 3" out loud. Then your turn is over and it's the next player's turn.



Starting

Falling Teacups

If any of the teacups fall during your turn including while counting to three, you must immediately **draw three cards**. Place any fallen teacups nearby, whether they fell on or off the tea party table, but leave any teacups that are still stacked on the table. Then you take the next turn, playing a card as usual.

Rales for Stacking

- You must place a teacup that isn't already on the tea party table.
- If there are no teacups on the table, you may place it anywhere on the table.
- If there are any teacups on the table, you must place it on top of a stack. If there is more than one stack, you get to pick.

If you play Clean Cup! Move Down!, you may start a new stack, even if there
are already teacups on the table.

- You may only use one hand to place the teacup.
- You must place the teacup rightside-up with its base flat on the tea surface of the teacup below it (or the table, if it's the first teacup in a stack).
- You may not place a teacup upsidedown or on its side.
- You may not place a teacup leaning against or on the rim of another teacup or the sugar bowl.
- You may not purposely touch other teacups or use the teacup you are placing to move other teacups.



Stack the Medium Purple teacup



Stack a Yellow teacup of any size



Stack a Small teacup of any color



Ending the Game

If a player ends their turn with no cards left in their hand, they win!

OR

If a player ends their turn with all 12 teacups stacked on the tea party table, they win!

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For younger players, or those who prefer a less challenging game, you may play without the wobbly table base. Place the tea party table directly on a flat play surface.

Special Gards



Let's Change The Subject! Stack any teacup. If no

teacups fall, reverse the direction of play (the player who went before you takes the next turn). In a 2-player game, you immediately take another turn.



Have a Cup of Tea!

Stack any teacup. If no teacups fall, the next player must draw a card before they take their turn.



Curiouser and Curiouser

Stack any teacup. If no teacups fall, discard a card from your hand. If you discard the last card in your hand, you win!

Note: If any teacups fall before you finish counting to three, ignore the rest of the card. Draw three cards and then take another turn (see Falling Teacups).





I'm Not All There Myself!

Don't stack a teacup. Instead, draw a card and end your turn. You cannot win the game by playing this card, since you must immediately draw a card to replace it.



Clean Cup! Move Down!

Start a new stack on the tea party table using any teacup. You may not play this card if there are no teacups on the tea party table.



I'm Latel I'm Latel

Instead of stacking a teacup, remove the top teacup from any stack. If any teacups fall before you finish counting to three, draw three cards and then take another turn (see Falling Teacups). You may not play this card if there are no teacups on the tea party table.



