



# **CATCH THE BULLY**

## **(GAME GUIDE)**

### **Rescue Bully Victims & Catch The Bully To Win!**

**Catch The Bully is similar to Concentration card game** in which all of the cards are laid face down on a surface and two cards are flipped face up over each turn, but there's a twist to this game... read on!

#### **CONTENTS**

25 PAIRS – BULLY VICTIM FACE CARDS

1 PAIR – BULLY FACE CARD

1 SUPER HERO CARD

1 SUPER VILLAIN CARD

**54 PLAYING CARDS TOTAL!**

#### **SET IT UP**

- Shuffle the **cards** well and then place each **card** face down in 5 rows of 11 **cards** each.

#### **GAME OBJECTIVE**

- The object of the game is to turn over pairs of matching cards. The matching cards bare the faces of bully victims and their names. **FYI:** There's a big, bad bully in the mix. Your goal is to catch the big, bad bully only make sure you have more paired cards than your opponent before doing so. Therefore you must rescue as many bully victims as you can, then catch the bully and win the game!

## HOW TO PLAY

- Each player takes a turn by turning two cards over. If the cards match, then the player picks up the cards and keeps them and goes again. If they don't match, the player turns the cards back over. It's the other player's turn.
- If the first card you turn over is the **super hero card**, then pick up the super hero card and keep it. The super hero card is a **bonus card** and counts as 1 pair. For example, if you have 6 pairs of bully victim cards at the end of the game, including the super hero card, now you've got 7 pairs! Proceed to turn over 2 more cards. Furthermore, if the second card you turn over is the super hero card, then pick up the super hero card and keep it. Now, turn over 1 more card and try to match it with the first card you turned over. If the cards match, go again. If the cards don't match, it's the other player's turn.
- If the first card you turn over is the **super villain card**, then you automatically lose your turn. Pick up the super villain card and keep it. The super villain card is a **penalty card** and counts as -1 pair. For example, if you have 10 pairs of bully victim cards at the end of the game, including the super villain card, now you've got 9 pairs. Furthermore, if the second card you turn over is the super villain card, then pick up the super villain card and keep it. Now, turn the first card you flipped back over. It's the other player's turn.
- When you catch the bully, you must holler out these words, "**CAUGHT THE BULLY!**" That's the end of the game. Take a moment to shake your opponent's hand and praise one another for rescuing bully victims. Excellent job!
- Each player totals up the amount of paired cards they have. The player who caught the bully must have more paired cards than their opponent in order to win the game.
- If a player catches the bully, intentionally or not, and realizes that they have rescued less bully victims than their opponent, then the player who caught the bully automatically loses the game.

**NOTE:** Players are allowed to ask one another how many paired cards each other possess throughout the game. This will allow players to strategize and keep track of the game.

### **GAME KEY BENEFITS**

- Studies show that concentration games boost the memory.
- Catch the Bully game reminds kids of bullying and teaches them to care for its victims. This is very important since the bully epidemic is at its peak. I cannot empathize enough how important it is to teach kids to love one another. It starts at home. Add a little fun with catch the bully card game, as well as other anti-bullying games created by us – the Cobraman family!

**HAVE FUN AND REMEMBER TO SAY NO TO BULLYING!**

#### **Bullying Facts & Stats:**

**[Community.cobraman.org/bullying](http://Community.cobraman.org/bullying)  
[Community.cobraman.org/bullycide](http://Community.cobraman.org/bullycide)**