

3-9+ Players



Ages 12+

## Are you a visual learner?

(Yeah, we had a hunch.)

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*Something  
New*

Surprise

Fun

Time

## START HERE

Here's the big idea: one of you is the Fun Captain, and the Fun Captain wants to try something new. So the rest of you decide to (*you guessed it!*) Surprise them with a Fun Time.


Every round, players each play one card to create fun, funny & wacky combinations of cards ("Fun Times"), and then team up to pitch them to the Fun Captain.

If the Captain picks your Fun Time, you win points.

Then you just rinse & repeat!

## To start, deal everyone 5 cards.

**Each round**, players will create up to 3 Fun Times for the Fun Captain to choose from.  
(Groups of 10+, refer to House Rules.)

**1** The most fun player starts as the **Fun Captain**. Have them close their eyes.  
(Or wear the Surprise Me Blindfold!) 

**2** **Groups of 3-5:** Start 2 Fun Times by playing 2 cards from the deck.  
**Groups of 6+:** The first player to the left plays a card to start a Fun Time.

**3** The **next player** to the left continues play in one of two ways:

### Add-On

Doesn't everyone want to get rich?



Play a card **in front of or behind** a previously played card to build on the Fun Time. This player **joins the team** of the previous player.

### New Fun Time

Play a card on a different row to start a new idea - and a new team!

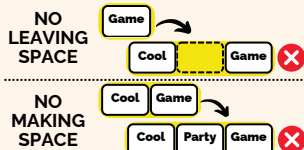


**4** **Continue taking turns** until each player plays one card. Follow **2 rules** as you play:

**a** Players can Add-On to a Fun Time until it uses a max of 3 cards.



**b** Add-Ons must be **directly** in front of or behind previously played cards.



**5** After everyone plays a card, some Fun Times may only be using 1 or 2 cards. If that's your Fun Time, you have the **option to Add-On random card(s)** from the deck to complete it.

**6** The Fun Captain opens their eyes, and the teams **pitch** their Fun Times.

**7** **The Fun Captain chooses a winner.** Winning team members each win:

**+1 point** for the card they played

**+1 point** for each random card the team used

**8** Stash cards to keep score. Players **draw a card** from the deck so that everyone again has 5 cards.

**9** **Rinse & repeat.** Assign the next Fun Captain and repeat.

**The winner has the most points at the end of gameplay!**

## House Rules

- **Big Groups:** +1 Fun Time for every 3 additional people. (e.g., 10-12 people = 4 Fun Times)
- **Huge Groups / Icebreaker:** Instead of 5 cards, everyone takes 1. Find 1 or 2 partners to make a Fun Time, and then vote on your favorite.
- **Relax Rules:** Allow players to reorder cards when playing a new card on a Fun Time.
- **Guessing Game:** Before opening their eyes, give the Captain a chance to guess the word cards played. (+1 point for every correct guess. -1 point for every incorrect guess.)