

BULLY – HERO – BYSTANDER

(GAME GUIDE)



Ages 7 +



3-4 Players



20 Min+

Get Rid Of All Your Cards And Win The Game!

CONTENTS

16 Bystander Question Cards

16 Bully Question Cards

16 Hero Question Cards

1 Hero Winner Card

SET IT UP

Remove the Hero Winner Card and place it face up in the center of the players. Shuffle the rest of the cards well, then deal the cards out to the players.

GAME OBJECTIVE

The objective of the game is to get rid of all your cards before your opponents.

HOW TO PLAY

Each player checks their hand for paired matches. The number (cards are marked with a number 1 thru 8) on the cards must match, as does the card heading, "BULLY" "HERO" OR

"BYSTANDER". Matched paired cards are placed face up to prove to the other players that they match.

The youngest player goes first by picking a card from the player on their right. The question on the picked card is then read to the player on the left. There are only three possible answers: **1.) Bully 2.) Hero 3.) Bystander**. If the player answers the question correctly, **WHO AM I?**, then the player takes said card and matches it with a card in their hand. For example, if said card is a BYSTANDER CARD, then the player matches the "bystander" card with a "bystander" card in their hand. Again, the number on the cards must match too. Moving onward.

The player who answered the question correctly picks a card from the player on their right and reads the question on the card to the player on their left and the game carries on like this.

Now, if a player answers the question wrong, **WHO AM I?**, then the player who asked the question keeps the card and tries to match it with a card in their hand. If no match is found, the game continues as normal with the next player in rotation picking a card from the player on their right and reading the question on the card to the player on their left. If a match is found, then the matched cards are placed onto the surface, face up, and the game continues as normal.

Whoever matches all of their cards first wins the game. The winner picks up the **WINNER HERO CARD** and shouts out these words: **I'M A HERO!** That's the end of the game.

NOTE: It's a good idea for players to shuffle their cards every now and then to keep opponents guessing.

GAME KEY BENEFITS

Children age 7 + learn the difference between bullies, heroes & bystanders and encouraged to stick up for one another and report bullying.

HAVE FUN AND REMEMBER, SAY NO TO BULLYING!

Bullying Facts & Stats:

www.cobraman.ca/bullycide

www.cobraman.ca/bullying