

GAMEWRIGHT®

# Panda Monium

the musical mimicking card game™  
2-6 players for ages 6 & up

## Contents

66 Panda orchestra cards  
Rules of Play

## Object

The object of the game is to get rid of all of your cards by correctly matching your motions to the cards that are played. The first player to get rid of all his cards wins the game

## Setup

Before playing, all players should look over the deck and become familiar with the actions that relate to the different cards. You might even want to practice the actions so that all players see what they look like.

## Card Actions



### Cymbals

Clap your hands together once.



### Drums

Slap the table with both of your hands.



### Male opera singer

Stand up.



### Female opera singer

Cover your ears with your hands.



### Trombone

Stretch your arms straight out in front of your body.



### Xylophone

Put both hands in the air above your head.

## Card Actions



### Bass plucked

Put your hands on your shoulders.



### Conductor

Repeat the last action performed. (Use your memory!)

The following cards have no actions associated with them. Players do nothing when they are revealed.



### Bass bowed



### Tuba



### Trumpet

When all players are familiar with the cards and actions, select a dealer and shuffle the deck thoroughly. Deal the entire deck evenly to all players, face down in individual piles on the table. (Place any extra cards out of play.) Stack your cards face down in front of you. **No Peeking!**

## Game Play

Starting with the youngest player and continuing in clockwise order, take the top card from your pile and move it face down to the center of the playing area. Then flip over the card to reveal it face up. Depending on the musician revealed, all players must immediately and simultaneously perform the action relating to the card. **Watch out! Some of the cards look very similar to one another, so be careful as you choose what action to do.**

If no one performs a Bad Note (see below), play continues clockwise with each player drawing the top-most card of his deck, moving it face down to the center pile, and then turning it over. Cards should be stacked on top of each other in the center.

**Tip:** Don't reveal your card until it has reached the center pile!

## Crazy Conductors

When a conductor card is revealed, all players must use their memories and repeat the last action that was performed.



## ♫ Bad Notes

A Bad Note occurs when a player either forgets to perform the specific action relating to the revealed card or performs a wrong action. In this case, she must pick up all the cards in the center discard pile and add them face down to the bottom of her own pile. Play continues to the left of the last person to play a card. If more than one player performs a Bad Note, the cards are divided equally among them. Any extra cards go back to the center.

**Tip:** Before starting the game, all players should agree on how strict to be with Bad Notes. Consider timing and mess-ups. For example, how long should players have before they perform an action? 1 second? 5 seconds? What if a player starts to perform a Bad Note but then changes to the correct action? Or what if a player only does part of an action, such as putting only one hand in the air?

## ♫ Ending the Game

The first player to run out of cards is the winner. If you like, play for runners-up (2nd place, 3rd place, etc.) by continuing until there is only one player left with all the cards.

Also, players who are out of cards can stay in the game to “trick” the remaining players by distracting them or performing incorrect actions!

## ♫ Other Ways To Play

Here are some ideas for different versions of this game. Feel free to try them or make up your own!

### ♫ Concert of Confusion

Before you start the game, create actions for the Trumpet, Tuba and Bass cards. Or, make new actions to match some or all of the cards. For example, move your hand from your mouth to out in front of you when the trombone card is played. Or sing a note (“laaaa...”) when the female opera singer is played.



### ♫ Talent Show

On your turn, every player except you must perform the correct action. You get to be the judge and can even try to trick other players by performing wrong actions.

### ♫ Intermission!

If the same card is played twice in a row, the entire discard pile is put out of play for the remainder of the game. Players do not have to perform the matching action if this happens. For example: If the drums card is played and everyone slaps the table, and then another drums card is played next, the entire face up pile is put off to the side.

## Tips For Younger Players

- Reduce the number of action cards so there are fewer to remember.
- Play without the Crazy Conductor rule.

## A Word from Gamewright

PandaMonium is so much fun, you might not realize that it's also educational! Kids brush up on their visual discrimination and memory skills as they pay close attention to the pictures on the cards and the gestures of other players. Plus, they familiarize themselves with some of the many musical instruments that make up an orchestra. They'll even get a little exercise as they're mimicking the pandas!

Note: In all our rules, we use either “he” or “she” to include everyone!

Game by: Hajo Bücken

Illustrations by: Dave Clegg



**GAMEWRIGHT®**

Games for the Infinitely Imaginative®  
124 Watertown Street, Watertown MA 02472  
Tel: 617-924-6006 Fax: 617-924-6101  
e-mail: card@gamewright.com  
www.gamewright.com  
©2002 Gamewright, A Division of Ceaco, Inc.  
All Worldwide rights reserved.  
Licensed with permission from  
AMIGO Spiel + Freizeit GmbH