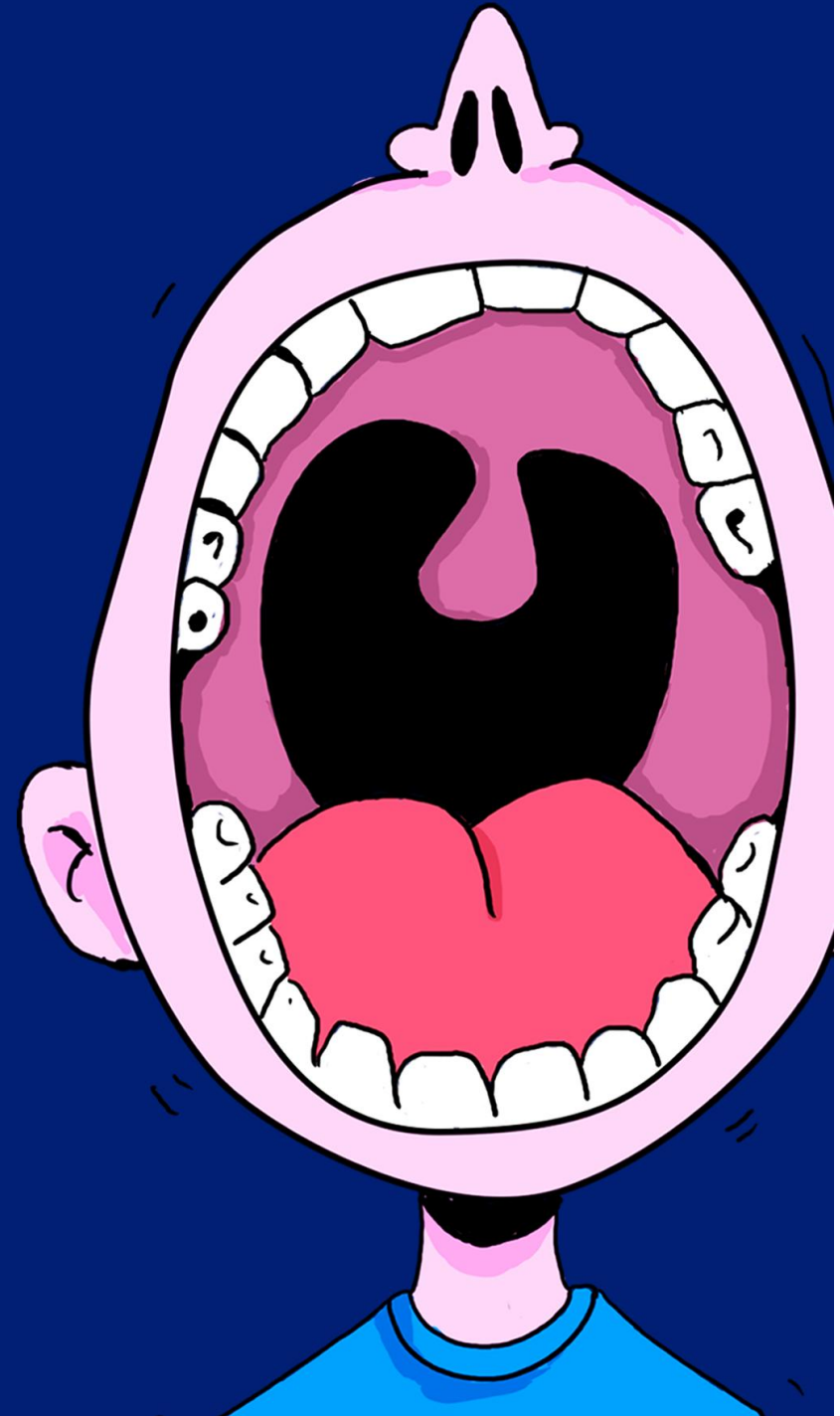


HOW
TO PLAY

ANGER SMASH

THE VICIOUSLY ADDICTIVE
CARD GAME
GRRRR

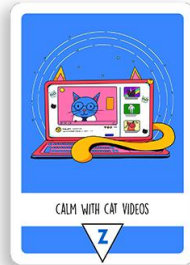
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ULES



WHAT'S INSIDE THE BOX

There are 4 types of cards:

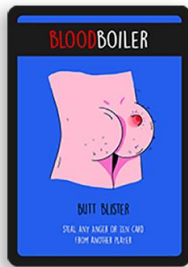
ANGER ☀ ZEN CARDS



48 Anger Cards marked by  (12 sets of 4)

48 Zen Cards marked by  (12 sets of 4)

ACTION CARDS



12 BloodBoilers with distinctive back design



10 Disruptors with distinctive back design



HOW TO WIN

Build and Attack!

Be the FIRST to build a set of 4 identical Anger cards & a set of 4 identical Zen cards. This is called an **ANGERSMASH**.



But you must prevent other players from achieving ANGERSMASH before you!

BloodBoilers let you **steal** cards from other players. Disruptors give you **special powers**!



QUICK START

Remove all **Action Cards** from the deck (Disruptors and BloodBoilers easily identifiable by their patterned backs). With the remaining deck, shuffle and deal **8 cards** to each player. Then put the Disruptors and BloodBoilers back in the deck and **shuffle well**. Place the deck face-down in the centre of the table.



Flip your cards so everyone can see them. If you have any matching cards (like Player 1's yellow Sumos), group them, making sure everyone can see how many you have.
All cards must be clearly displayed.

To start : One player draws a card from the deck (Draw Pile) and places it face-up in the centre of the table.

All cards are moved from the deck to the centre of the table and displayed - except for Disruptors and BloodBoilers.

If you draw a card that matches one in your hand, you can take it (or you can strategically choose not to).



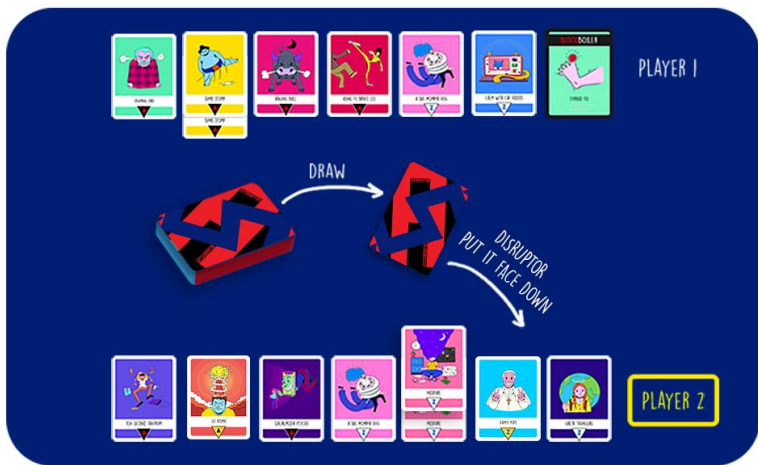
If you draw a card that matches one in the centre of the table, take both.



If you draw an **Action Card**, make sure no one else sees it. If it is a **BloodBoiler**, put it FACE-UP next to your other cards. You can use it to steal an Anger/Zen card from any player in any following turn.



If it is a **Disruptor**, place it FACE-DOWN so that it is hidden from other players. This is your **secret weapon**.



If you draw an Anger or Zen card that doesn't match any card you have or in the middle of the the table, place it in the centre. You cannot do anything else in this turn.

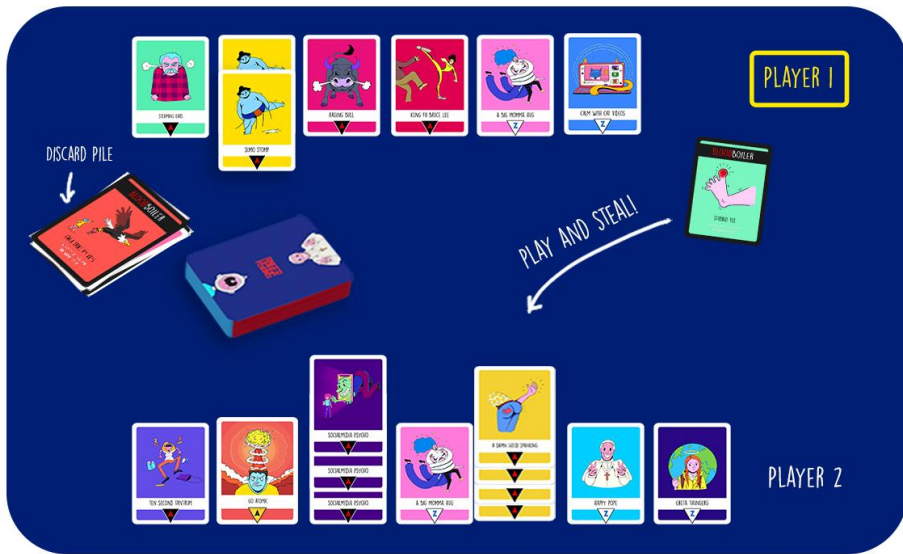


You may also choose **not** to draw a card, but instead take a card from the centre that matches one in your hand. You cannot do anything else in this turn.

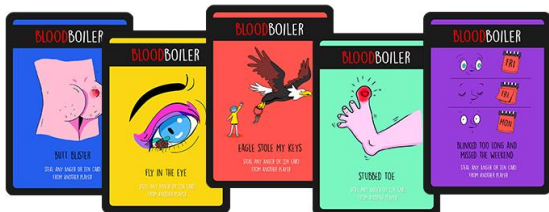


KEEP AN EYE ON OTHER PLAYERS' CARDS — ATTACK AND SABOTAGE!

It's dangerous to focus only on building your own sets. You must also prevent others from winning! As the tension rises consider using a **BloodBoiler** to steal an Anger/Zen card from another player and add it to your hand. Once used, place the BloodBoiler on the Discard Pile. Remember, you cannot steal a card from the centre of the table.



There are 12 **BloodBoilers** in the deck, and each can be used only once. So don't be reckless - use them tactically!



DISRUPTORS

You can also sabotage other players or achieve sudden victory by playing a **Disruptor** card. There are 10 of these in the deck. Each Disruptor has a different power.




Mood Swing : Reverses a set. Transforms any Anger set of 4 into a Zen set of 4 or vice versa. Use it for an attack or a surprise victory!




Fan the Flames : Increases your Anger. Turns a set of 3 Anger cards into a set of 4. This can lead to a surprise victory. *Fan the Flames* cannot be applied to Zen cards.



Angel Light : Anger set killer. Destroys any set of 4 Anger cards (except for the SuperSet of *Go Atomic* marked by ). The destroyed set is put in the Discard Pile for the rest of the game.



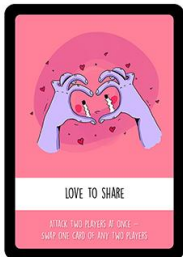
Release the Demon : Zen set killer. Destroys any set of 4 Zen cards (except for the SuperSet of *Happy Pope* marked by ). The destroyed set is put in the Discard Pile for the rest of the game.



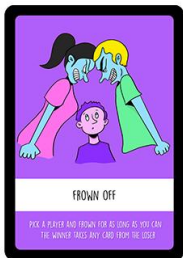
Shield : Repels an attack. Instantly stop any action aimed towards you. *THIS IS THE ONLY CARD YOU CAN PLAY WHEN IT IS NOT YOUR TURN.*



Precious Penguin : Gives you an extra turn. Precious Penguin disables all other players, allowing you to take two consecutive turns.



Love to Share : Swaps one card of any two other players. Use this card to attack two players at once. In a two-player game, swap an Anger/Zen card of the other player with one of yours.



Frown Off : Winner takes a card from the loser. Pick a player and frown at each other. Whoever frowns the longest wins. The winner takes any Anger/Zen card from the loser. But you cannot take a Disruptor or BloodBoiler.



Tea with T-Rex : Steals a special card. Play this card to steal a Disruptor or a BloodBoiler from any player. Before taking a Disruptor, you cannot see what it is.



Snakey Peek : This is a spying card. Allows you to take a look at the Disruptor cards of another player. It is up to you whether you reveal this information to other players.





SCAN TO WATCH
HOW TO PLAY!



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