

For 1 to Any Number of Curious Kids. Ages 7 and Up

Object

Use your Genie deck of cards to have lots of fun by asking the Genie all sorts of questions about the future. There's no keeping score; no winning or losing. It's just zany, all-out fun.

Set up

1. Take the cards out of the pouch.
2. Shuffle cards and place in a single game pile, Genie-side-up, in the center of the playing area.

before answering... or he could be grumpy and not answer your question at all!

If the Genie gives you a definite answer right away – like YES, NO, GIVE ME A BREAK! – your turn ends. Put the card you've turned over into a discard pile in the center of the play area. Pass the game pile to the next player.

If the Genie "commands" you to do one thing – or many things – you must do whatever he says – until you get a definite answer or a "Genie Meanie" card. When you do, your turn ends.

Put all cards you've turned over into the discard pile and pass the game pile to the next player.

Keep playing for as long as you like. When the game pile gets low, simply re-shuffle the discard pile and add it back to the game pile.

3. The youngest player goes first. Gameplay passes to the left.

How to Play

1. Pick up the game pile and blow on it once.
2. Set the pile down. Ask the player next to you to cut the deck (take about half the cards off the top of the pile. Set them down. Place the second half on top of the first half.)
3. With the game pile in front of you, ask the Genie any question you want – out loud – that can be answered with a "Yes" or "No" (See "Sample Questions" if you can't think of any.)
4. Turn over the top card and read it aloud.

Depending on the card, the Genie may answer your question right away... or he may "command" you to do something first



Doing What the Genie Says

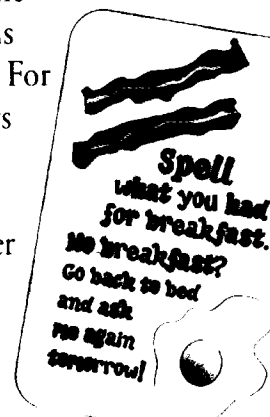
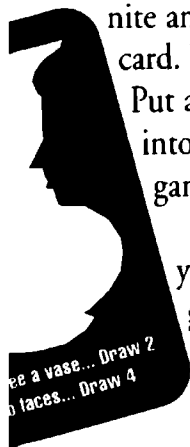
Some things the Genie tells you are pretty easy to figure out. For example: "If your ears are pierced, the answer is no. If not, draw again." Simply draw another card and do what the Genie says on that card, and so on.

Some commands may call for a little more explanation.

• If the Genie Asks You to Spell.

Turn over one card for every letter in the word you're spelling. The last card you turn over is the one you read aloud. For example, if the cards says "Spell what you had for breakfast" and you had eggs, you would turn over 4 cards – E - G - G - S.

continued on back



Read the last card you turned over, which was for "S".

• **If the Genie Asks You to Count**

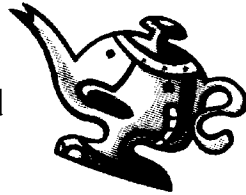
Turn over one card for every number, just as with spelling, and read the last card.

Special Types of Genie Cards

Here's what to do whenever you get one of these cards.

• **Stinky Stickers®**

Scratch the special spot on the card with your finger nail, smell the card, and then follow the Genie's commands.



• **Magic Eye®**

Hold the image *right up to your nose*, then *slowly* move the image away from your face until the *two squares* above each image *turns into three*. When you have *three squares*, hold

Make up your own rules and vote on them, or draw another card. Just keep the questions – and fun – coming.

Sample Questions

Ask the Genie anything you want to know. Absolutely anything goes. Here are some examples of questions, just to get you started:

- Will I win my next soccer game?
- Will my cat have kittens?
- Will my parents increase my allowance?
- Will my sister share her candy with me?
- Is it true Leah likes Ryan?

Ending the Game

Play *Ask the Genie* for as long as you like. The game's ending is entirely up to you!

the image still and a 3-D illusion (word or picture) will slowly emerge.

• **Tilt to See**

Slowly tilt the card in the direction of the arrow until you can read the Genie's answer.

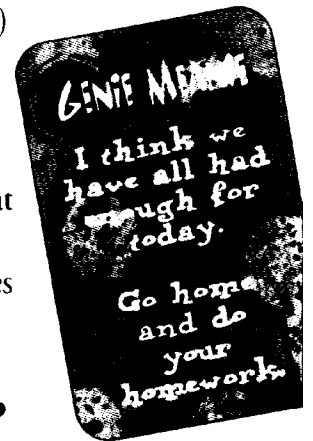
• **Genie Meanie**

Sometimes the Genie is just mean and grumpy (How would you like to be stuck in a magic lamp for thousands of years?)

Do what he says and end your turn.

• **What Do You See?**

Like Magic Eye cards, stare at the picture for as long as it takes to see one of the images listed on the card.



Not Sure What to Do?

Genie says, "Don't sweat it. It's just a game!"

A Word from Gamewright

Who can resist the mystery, fun, and surprise of fortune-telling? Players are challenged to draw upon their senses and to look at things differently, while using basic skills such as counting and spelling. People of all ages will enjoy and learn from this highly interactive game. Don't believe us? Ask the Genie!!

— Ann and Monty Stambler

Game by Liz and Monty Stambler

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Stinky Stickers ® from TREND enterprises, Inc.

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