



SHREK 2

In the land of Far, Far Away, things aren't always what they seem. Your true love may be an ogre, your enemy may become your friend, the King may be something he's not, and a fairy godmother may only want her own happily ever after.

Danger may lie around every corner, but the fairy tale creatures are there to help you and of course, true love will always prevail.



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TOP TRUMPS[®]

COLLECTIBLE, COMPETITIVE, COMPULSIVE!

 PARKER BROTHERS

42032

AGES 7+

GORGEOUSNESS:

How the character rates as far as outwardly beauty.

WEIGHT:

How much the character weighs, in pounds.

SMARTS:

How likely the character is to be able to outsmart the others.

ODOR:

This one speaks for itself.
The smellier the better.

STRENGTH:

The character's ability to lift really heavy things.

COURAGE:

How brave is this character in the face of danger.

HOW TO PLAY TOP TRUMPS

Any number of people can play.
Shuffle and deal all the cards facedown.
Players hold their cards so that they can see the top card only.

The player to the dealer's left starts by reading out a statistic from the top card (eg, courage, 44). The other players then read out the same statistic.

The player with the highest value wins and places all players' top cards, including his/her own, to the bottom of his/her pile.
The player winning the hand, goes next.

If 2 or more cards share the highest value or no data is available for that particular statistic then all the cards are placed in the middle and the same player chooses again from the next card. The winner of the hand takes the cards in the middle as well.

The person with all the cards at the end is the winner.