

Don't Wake Mommy! (AB/DL Card Game)

Game plays 2-4 Players (Addition Decks can be added for more players)

How to Play

For this game all you need is some friends and a deck of cards. The point of this game is to create two four- of-a-kind sets (All of one number or face cards in all four suits, Excluding the Aces) Once a four-of-a-kind is made the four cards are discarded separately and removed from the game. Once you have two full sets you have won, And Mommy can't get you and the game is over. If you have an Ace (Sleeping Pill) in your hand and you draw the dreaded mommy card. The Ace is set beside the draw deck face up, and the Queen is placed back in the deck along with the drawn and discarded cards. The whole deck is then reshuffled, and the next baby will draw from the top of the reshuffled deck.

If you draw the mommy card and do not have a sleeping pill in your hand you are to be punished with a spanking. The number of spanks is equal to the total numerical value of your hand. (Face cards are worth 10 each)

If a Sleeping Pill card is in play and you draw the Mommy card and do not have a Sleeping Pill your punishment is increased based on the Sleeping Pill. (See Below)

Ace of Clubs – Spanking Inflicted with a Paddle

Ace of Diamonds – Double the Spanks

Ace of Spades – Spanks Inflicted with a Flogger

Ace of Hearts – Spanks Inflicted on Bare Thighs or Ass

Setting up the Deck

Before the game starts you need to remove three of the four Queen cards and put them back in the box. Set the fourth Queen aside.

Starting Out

At the start of the game all the players will sit around in a circle. To decide who deals everyone draws a card and the closest to the Ace is the dealer. If there is a tie draw another card as a tie breaker. The players will be dealt five cards face down. Once all the players have their cards, "Mommy" will go to sleep, and the Queen will be inserted into the remaining cards in the deck and shuffled several times.

Rules And Turns

The first person to the left of the dealer will flip up a card. They can decide if they want to take it or leave the card. If the player decides to take the card, they may discard one card if there are

five total cards in their hand, but they are not required to discard, but the more cards in you hand the more potential spankings if you wake mommy.

- If the player rejects the flipped card or discards one of their cards, the next player may take the card rather than drawing a new card.
- If the player wants a card that is buried under two, three, or four other cards they MUST pick up ALL those cards and they are not permitted to discard until their next turn.
- Players that have more than five cards may discard a single card on a turn without picking up a card if they did not pick up more than one card on that same turn
- When a player competes a four-of-a-kind they will discard the four cards from the game, and they are not required to draw additional cards even if their total number cards would be less than five total cards
- When a Sleeping Pill card (Ace) is played the Player may have less than Five cards in their hand following playing the Ace until they draw another card then they will not be permitted to discard.