

# “THANKS A LOT!?” Rules

ZIMZALA  
GAMES

Ages 12+  
3-6 Players

CONTENTS: 500 Cards, 100 Scoring  
Chips, 6 Card Trays, 1 Rules Manual

## Object

Score the most points  
by giving other players  
stuff they like.

## How to Play

1. Each player takes a card tray. If there's an argument about who gets the red one, or whatever, flip a coin.
2. Deal 6 cards to each player, face down so nobody sees them.
3. All players look at the cards they were dealt. Each player secretly – without discussion – guesses who would like which cards the most.
4. Give the cards FACE DOWN to each of the other players as follows:
  - 3 total players in the game... give each other player 3 cards each
  - 4 total players in the game... give each other player 2 cards each
  - 5 total players in the game... give each other player 1 card each (discard the extra cards)
  - 6 total players in the game... give each other player 1 card each (discard the extra card)
5. Once everyone passes out their cards, each player mixes up the cards they've received, keeping them FACE DOWN. This is so nobody knows who gave which cards. It's important – no cheating!

How to Play continues on the other side →

## How to Play (continued)

6. Now each player looks at the cards they've received. Imagine how each generous gift could enhance your already awesome life. There is no cash value, so don't bother thinking, "Hmm, I'll sell this on eBay and buy something I really want." Not possible.
7. Now rank the cards by inserting them into the slots on your card tray. Start at 300 for the card you like the most and work down. Everybody does this at the same time. Quietly. (At least no sharing or murmuring, please.)
8. Once everybody has ranked their cards, start with the player who's birthday is coming up next. Read aloud the cards you've received and the point value you gave them. Start with the lowest value and work up to the big 300 pointer. Whoever gave you each gift immediately takes that amount of points using the scoring chips. If you are utterly stunned that someone would give you something totally idiotic and inappropriate for you, this would be the time to let them know.
9. Go around the table announcing your rankings until all cards are read, points taken, egos stroked, snacks eaten, etc.
10. Then repeat everything (steps 2–9) two more times.

## Winning

After all three rounds, see who has the most points. This person is the most awesome gift giver and should be exalted as such for the remainder of the day. Until everybody forgets and goes back to thinking the person is, you know, whatever.



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