D’OH! is The Simpsons themed variant of Reinhard Staupe’s Beep! Beep! (www.boardgamegeek.com/boardgame/38287) by Ari Heino (aquarian). Contains 120 cards: 8 characters 3 times in 5 colors (print each page 3 times) and rules.
D’OH!

a fast paced card collecting game for 2 to 6 players

Contents

• 120 cards
• Rules

In addition, you need a squeezable – preferably Simpsons – toy that squeaks. (If you don’t have a squeezable and squeaking toy, you can still play the game: squeezing the toy is replaced by shouting “D’OH”!

Setup

Place the squeaking toy near the center of the table within reach of all the players.

Deal each player two cards face up on the table in two separate piles. If playing with only two players, each player receives three cards face up in three separate piles.

Divide the remaining cards into 5 even face up piles. Place the piles in a circle around the squeaking toy equally spaced apart.

Playing the Game

One player says “GO” and players simultaneously begin trying to collect the characters that are currently face up in the middle of the table. To collect a character, it must match either the color OR the name of character currently on the top of one of the decks in front of the player. Using only ONE hand, the player quickly grabs the card and places it on the appropriate pile in front of him.

Players are each doing this simultaneously so you must be quick or else the character you were going to collect will be grabbed by someone else!

Congestion

If ever three or more of the cards in the circle are of the same character type OR the same color any player can immediately squeeze the squeaking toy. Play immediately stops and players confirm that there is indeed Congestion.

If there is Congestion, the player that squeezed the toy takes two of the characters causing the congestion (of his choice) and puts them face down beside his piles. These will score bonus points at the end of the game.

If there is not Congestion, the player that squeezed the toy must remove the top card from each of his piles and remove them from the game.

When all players are ready, one player says “GO” and players again begin to collect the characters.

If, after Congestion is resolved, there is Congestion again, any player can immediately squeeze the toy when play starts again.

No Matches

In the rare case that none of the players can take a card from one of the drawing piles because there are no name AND no color matches anywhere, the game is halted. Each player may take one card from any of the drawing piles and put it to the side out of the game. When all players are ready again, one player says “GO” and play continues as normal.

Game End

The game ends when two of the five piles in the circle have been exhausted. Players now score points.

Scoring

Each player counts only the number of cards in their smallest pile. Each card is worth 1 point.

Each player then adds bonus points equal to the number of cards they collected due to Congestion.

The player with the most points is the winner.