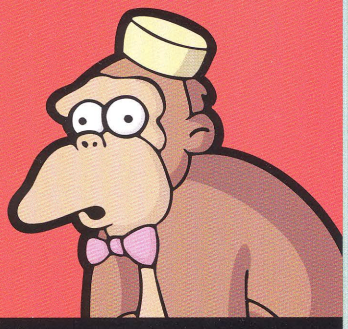
START HERE TO LEARN TO PLAY



OBJECT OF THE GAME

In **The Simpsons** trading card game, you take a star of *The Simpsons* show and try to take over an episode. The first player to get 7 points wins the game. Players score points by using their Characters to complete or trash Scenes.

Equipment

The Simpsons game can be played with 2 players, but it's more fun with 3 to 5 players. Each player needs a 40-card deck of **The Simpsons** cards to play. You'll also need something to keep track of your points (dice, counters, or pencil and paper).

The Simpsons game has four theme decks you can play right out of the box. When you're ready to change your deck around or build a deck from scratch, check out "Building Your Own Deck" on the other side of this insert.

Getting Started

Each player shuffles his or her deck and puts it face down on the table. Then each player draws 6 cards.

The youngest player chooses who goes first, or you could just play rock-paper-scissors to decide. (Good ol' rock. Nothin' beats that!) Play goes clockwise around the table.

YOUR TURN

There are a number of things you can do on your turn:

- **Play a Scene if you don't already have 1 in play.**
- **Play a Character to any Scene. (You can't play more than 2 Characters in a single turn.)**
- **Complete a Scene (if it has enough matching Characters on it).**
- **Trash a Scene (if it has enough Characters on it that don't match).**
- **Play Action cards. (Each Action card tells you when you can play it. You can play some Action cards on your opponents' turns. Action cards are the only cards you can play during your opponents' turns.)**

For example, you could play a Character on your Scene, score your Scene (if it has enough Characters on it), play another Scene, and then play a second Character.

At the end of your turn, you may discard any number of cards from your hand. Then refill your hand to 6 cards. (That way, you can replace the cards you don't want.) After you refill your hand, you can't play any more cards on your turn. If you run out of cards in your deck, just shuffle your discard pile and make that your new deck.

Playing a Scene

You play a Scene from your hand by putting it on the table in front of you. You can have only 1 of your Scenes in play at a time.

Playing a Character to a Scene

When you play a Character, you have to choose a Scene in play to put it on. You put the Character next to the Scene, facing you. You can play any Character to any Scene—even to another player's Scene. The Character stays at that Scene until the Scene goes away or an effect moves the Character.

If you have 2 or more Characters at the same Scene, put them in a row toward you so that everyone can see their traits (and remember that the Characters are yours).

Each deck has 1 "Star" Character. It behaves just like any other Character, except that it doesn't count as 1 of your 2 Characters for the turn (because stars are better than the rest of us).

Completing and Trashing Scenes

Each Scene has two numbers on it. The number on the left is how many Characters it takes to *complete* the Scene, and the number on the right is how many Characters it takes to *trash* the Scene.

Only Characters that match the Scene they're on count toward completing it. Characters that don't match the Scene they're on count toward trashing it. (A Character matches a Scene if it has 1 or more traits in common with the Scene.)

Once a Scene has enough matching or nonmatching Characters on it, all you have to do to complete or trash the Scene is to say you're doing it (on your turn, of course). A Scene isn't automatically completed or trashed as soon as it has enough Characters on it. Sometimes you'll want to

wait until there are more Characters on the Scene in order to keep other players from getting points or to get more points for yourself. If more Characters are on a Scene than are needed to complete or trash it, the player who completes or trashes the Scene chooses which Characters to count. You can complete or trash any player's Scene, not just your own.

SCORING POINTS

Here's who gets points when a Scene is completed or trashed:

- The player who played the Scene and other players with any Characters used to complete or trash the Scene get 1 point each. (You don't get 2 points for having a Character at your own Scene.)
- The player with the most Characters used to complete the Scene gets 1 bonus point. If 2 or more players are tied, no one gets a bonus point. No one gets a bonus point when a Scene is trashed.

After you figure out who gets points for completing or trashing a Scene, the Scene and all the Characters on it go to their owners' discard piles. Some Scenes also have effects that happen when they're completed or trashed. And that's the end of that chapter.

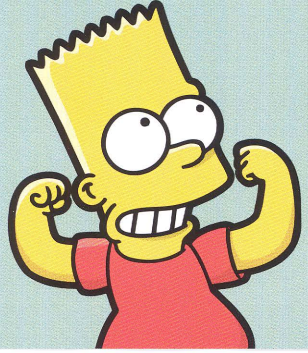
PLAYING ACTION CARDS

Action cards let you do things during other peoples' turns, in much the same way that *Mambo in the Morning* was interrupted by a special report about the theft of Jebediah Springfield's head. An Action card does something, and then it's discarded. Every Action starts out by telling you exactly when you can play it.

If 2 or more players want to play an Action at the same time, start with the person whose turn it is and then go around the table in turn order.

WINNING THE GAME

- The first player to get 7 points wins the game.
- If 2 or more players get to 7 or more points at the same time, the player with the most points wins.
- If 2 or more players are tied for the most points, all the tied players win.



Example: Completing a Scene

Uter, Milhouse Van Houten, Barney Gumble, and Ralph Wiggum all have traits that match Kamp Krusty, but Marge Simpson doesn't.

You're completing your own Scene. Who gets points?

First, you decide which Characters to use to complete the Scene. Kamp Krusty needs 4 matching Characters, so you have to use Uter, Milhouse Van Houten, Barney Gumble, and Ralph Wiggum.

- You get 1 point because Kamp Krusty is your Scene.
- Robert gets 1 point because his Character was used.
- Hanna gets 1 point because her Character was used.

Since 2 of your Characters were used to complete the Scene—more than anyone else had—you get 1 bonus point.

Example: Trashing a Scene

Uter and Milhouse Van Houten have traits that match Kamp Krusty. Marge Simpson, Professor John Frink, Principal Skinner, and Dr. Julius Hibbert don't have traits that match the Scene.

Hanna trashes your Scene. Who gets points?

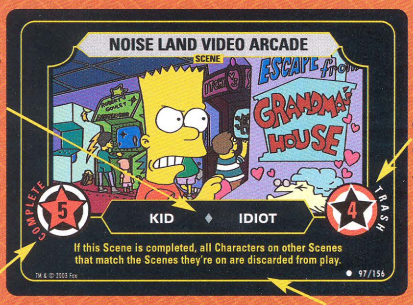
Hanna decides which Characters she'll use to trash the Scene. Kamp Krusty needs 4 Characters to trash it, so she uses Marge Simpson, Professor John Frink, Principal Skinner, and Dr. Julius Hibbert.

- You get 1 point because Kamp Krusty is your Scene, even though none of your Characters were used.
- Robert gets 1 point because his Character was used.
- Hanna gets 1 point because her Characters were used.

There's no bonus point for trashing a Scene.

TYPES OF CARDS

Scenes



Traits that help complete the Scene

Number of Characters it takes to trash the Scene

Number of Characters it takes to complete the Scene

Extra effects

Characters

Traits

Your deck has 1 Star Character that matches all the Actions in your deck.

Actions

Effect

FREQUENTLY ASKED QUESTIONS

Q: Can I play a second copy of a Character to the same Scene?
A: Yes, you can. Characters and Scenes aren't unique.

Q: Is there an easy way to keep track of whether a Character is trying to complete or trash a Scene?
A: Yes, there is. If a Character doesn't match the Scene it's on, try turning it sideways. Then you'll be able to tell at a glance which Characters help complete the Scene.

Q: One of my opponents is playing a Homer Simpson deck. Does that mean I can't play my Homer deck?
A: No, you can play any deck you want.

Q: I think Homer gets stupider every year.
A: That's not a question.

Q: When do I get to draw a card?
A: You draw cards only at the end of your turn. You don't get to draw cards at any other time (unless a card tells you to).

Q: I don't like my Scene. Can I just replace it with another one?
A: No. You can't play a Scene if you already have one in play. A Scene stays around until it's completed, trashed, or discarded by an effect.

Q: I ran out of cards in my deck. Now what?
A: Just reshuffle your discard pile and keep playing.

Q: It's my turn and a Scene has enough Characters to complete it. Do I have to complete it right away or can I play more cards first?
A: Completing and trashing Scenes is always optional. You might want to wait to complete a Scene until after you play another Character to it if that would get you a bonus point or stop one of your opponents from getting points.

Q: When I complete a Scene, do I have to count all the Characters that share a trait with the Scene?
A: No. You have to count at least as many Characters as the Scene needs to complete it, but you get to choose whether any extra Characters on the Scene count or not.

Q: My opponent played a card that moved 1 of my Characters to her Scene. Does she get to count that Character as hers now?
A: No. If a Character started the game in your deck, it's your Character, regardless of how it got where it is now.

Q: I used an Action card to put a Character in my discard pile on a Scene. Does that count as 1 of my 2 Characters for the turn?
A: No.

Q: Why would I ever want to trash a scene rather than complete it?
A: You won't always have Character cards that match the Scenes in play. Rather than get left out of the scoring, you can try to trash a Scene instead—and stop other players from getting points for completing it. Also, some Scenes have effects that happen when they're completed. You can try to trash the Scene to keep the effect from happening.

BUILDING YOUR OWN DECK

When you're ready to change your deck, it's really simple to get more cards. Just pick up some booster packs for **The Simpsons** trading card game at your local Kwik-E-Mart. You can even build a deck entirely from cards in booster packs.

Anything goes as long as you end up with a deck that:

- Has at least 40 cards.
- Has no more than 3 copies of any card.
- Has only one kind of Star Character and all Actions match the Star.
- Has at least 9 Scenes.

CARD LIST

★ = rare, ● = common, ☐ = regular card, ○ = foil card

CHARACTERS

○	1 Bart	★	
○	2 Homer	★	
○	3 Krusty	★	
○	4 Lisa	★	
○	5 Mr. Burns	★	
☐	6 Apu Nahasapeemapetilon	●	
☐	7 Barney Gumble	●	
☐○	8 Bartman	★	
☐○	9 Bleeding Gums Murphy	★	
☐	10 Blinky	●	
☐	11 Bobo	●	
☐	12 Brad Goodman	●	
☐	13 Bumblebee Man	●	
☐	14 Captain McCallister	●	
☐	15 Carl Carlson	●	
☐	16 Chief Clancy Wiggum	●	
☐	17 Cletus Del Roy	●	
☐○	18 Comic Book Guy	★	
☐○	19 Dancin' Homer	★	
☐	20 Disco Stu	●	
☐○	21 Dolph	★	
☐	22 Dr. Julius Hibbert	●	
☐	23 Dr. Marvin Monroe	●	
☐○	24 Dr. Nick Riviera	★	
☐○	25 Duffman	★	
☐	26 Edna Krabappel	●	
☐○	27 Fat Tony D'Amico	★	
☐○	28 Future Burns	★	
☐	29 Gil	●	
☐	30 Grampa Simpson	●	
☐○	31 Groundskeeper Willie	★	
☐○	32 Hank Scorpio	★	
☐	33 Hans Moleman	●	
☐	34 Herb Powell	●	
☐○	35 Itchy & Scratchy	★	
☐○	36 Janey Powell	★	
☐	37 Jasper	●	
☐○	38 Jimbo Jones	★	
☐○	39 Kang & Kodos	★	
☐○	40 Kearney	★	
☐	41 Kent Brockman	●	
☐	42 Lenny	●	
☐	43 Lunchlady Doris	●	
☐○	44 Lurleen Lumpkin	★	
☐	45 Maggie Simpson (a, b, c)*	●	
☐	46 Marge Simpson (a, b, c)*	●	
☐	47 Martin Prince	●	
☐○	48 Mayor Quimby	★	
☐	49 Milhouse Van Houten	●	
☐	50 Moe Szyslak	●	
☐	51 Mojo the Helper Monkey	●	
☐○	52 Mr. Teeny	★	
☐	53 Helen Lovejoy	●	
☐	54 Ned Flanders	●	
☐	55 Nelson Muntz	●	
☐	56 Number One	●	
☐	57 Officer Lou	●	
☐	58 Otto Mann	●	
☐	59 Patty Bouvier	●	
☐○	60 Poochie	★	
☐	61 Principal Skinner	●	
☐○	62 Professor John Frink	★	
☐○	63 Rainier Wolfcastle	★	
☐	64 Ralph Wiggum	●	
☐	65 Reverend Lovejoy	●	
☐	66 Rod & Todd Flanders	●	
☐	67 Santa's Little Helper	●	
☐	68 Selma Bouvier	●	
☐	69 Sherri & Terri	●	
☐○	70 Sideshow Bob Terwilliger	★	
☐	71 Sideshow Mel	●	
☐	72 Waylon Smithers	●	
☐	73 Snake	●	
☐	74 Snowball II	●	
☐	75 Squeaky-Voiced Teen	●	
☐○	76 Stampy	★	
☐	77 Superintendent Chalmers	●	
☐	78 Uter	●	
☐	79 Wendell	●	

** Marge Simpson and Maggie Simpson cards have alternative art.*

SCENES

☐	80 All Creatures Great and Cheap	●	
☐○	81 The Android's Dungeon	★	
☐	82 Barney's Bowl-A-Rama	●	
☐	83 Bart's Treehouse	●	
☐	84 Burns Manor	●	
☐○	85 Christmas	★	
☐	86 The Couch	●	
☐	87 Hullabalooza	●	
☐	88 The Itchy & Scratchy Store	●	
☐	89 Kamp Krusty	●	
☐	90 Krusty Burger	●	
☐	91 Krustylu Studios	●	
☐	92 Krusty's Clown College	●	
☐	93 Kwik-E-Mart	●	
☐	94 The Leftorium	●	
☐	95 Moe's Tavern	●	
☐	96 Mr. Burns's Office	●	
☐	97 Noise Land Video Arcade	●	
☐	98 Phineas Q. Butterfat's 5600 Flavors Ice Cream Parlor	●	
☐	99 The Playground	●	
☐○	100 Science Fair	★	
☐	101 742 Evergreen Terrace	●	
☐	102 Springfield Church	●	
☐	103 Springfield Elementary	●	
☐○	104 Springfield Isotopes Game	★	
☐	105 Springfield Library	●	
☐	106 Springfield Mall	●	
☐○	107 Springfield Nuclear Plant	★	
☐	108 Springfield Retirement Castle	●	
☐	109 Springfield Town Hall	●	
☐	110 Whacking Day!	●	
☐○	111 Who Shot Mr. Burns?	★	

ACTIONS

☐○	112 Guilt by Association	★
☐	113 Kid Stuff	●
☐	114 Losers Pay	●
☐	115 Bait and Switch	●
☐	116 Search and Destroy	●
☐○	117 Trading Up	★
☐	118 Take a Peek	●
☐	119 Slimy Tactics	●
☐	120 Sneak Attack	●
☐	121 All Mine	●
☐	122 Parental Control	●
☐○	123 Dumb Luck	★
☐	124 Taste of Victory	●
☐○	125 Game Over	★
☐	126 Check the Rules	●
☐	127 Come from Behind	●
☐	128 Off Limits	●
☐	129 Parade of Idiots	●
☐	130 Share the Wealth	●
☐	131 Everyone's a Winner	●
☐	132 Helping Hands	●
☐	133 Wipe Out	●
☐	134 Star Power	●
☐○	135 Smoke 'Em if You Got 'Em	★
☐	136 Misalignment	●
☐	137 Back to Square One	●
☐	138 Trapped Like a Rat	●
☐	139 Bonus Play	●
☐	140 Same as It Ever Was	●
☐○	141 He Ain't Heavy	★
☐	142 Trading Places	●
☐	143 Know-It-All	●
☐	144 Exposed	●
☐	145 Save the Animals	●
☐○	146 Butting In	★
☐	147 Healthy Choice	●
☐○	148 Stand and Deliver	★
☐○	149 Poison Pill	★
☐	150 Knocked Down a Peg	●
☐	151 No Eggheads	●
☐	152 Melt Down	●
☐	153 Fine Print	●
☐	154 Executive Privilege	●
☐	155 Staff Review	●
☐	156 You're Fired!	●

QUESTIONS?

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To learn more about **The Simpsons** trading card game—and fill out an online survey—visit **www.wizards.com/Simpsons**.

Visit the official website of *The Simpsons* show at **thesimpsons.com**.

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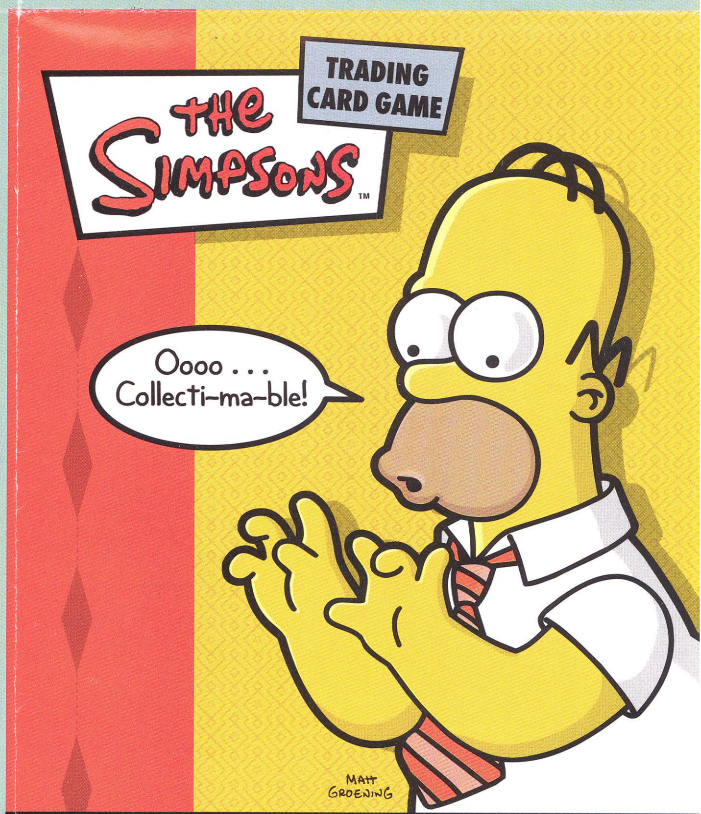

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