

The Wug Wonderland

You each have a wug in front of you, conveniently named 'WUG.' Over the course of this game, you will be changing the name of these wugs and moving them around. Eventually, you'll come across a message, which will be what I hope this place will become soon enough. Then, the wugen will go back to... wherever they come from.

Now, you should only change the name of a wug if you have 2 wug in front of you; Wüg like to have a witness when they change their names, it seems. If that is the case, follow the instructions on your sheet corresponding to the colors of said wugi. All instructions refer **only** to the weeg presently in front of you. If you aren't following instructions, you shouldn't do anything. Also, don't pass your sheet—that will stay with you the whole game. Lastly, note the oh-so-convenient lines below each wug; you might want to record each name change on them.

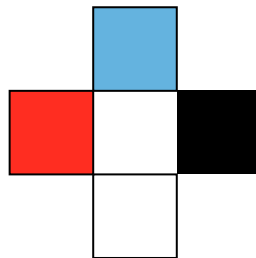
Some additional notes, which may become relevant when you're deciding what to do at times:

-A wug's carnivorous instincts awake if it's in a group of three or more. If you should happen to have three or more in front of you, you've done something very wrong, and should probably quickly retrace your steps.

-Wugim also really hate doing things more than once. It might be a good idea, therefore, to mark down what you've done. If find that you have to do a certain set of instructions again, you again may wish to retrace your steps.

-You may encounter other hazards or impossible instructions as the game goes on, which again will indicate a wrong decision somewhere.

To begin the game, players should be seated as follows:



Then, the player with the **Red** wug should pass it to the player with the **Blue** wug.

Blue start

Red and **Blue**: Oh look, there are two wugs!!! Add an 'O' to the end of the name of the **Blue** wug, which will make it almost a car's name. Then, pass the **Red** wug to the player on your left.

Red and **Black**: Nothing to see here; please turn around and go back where you came from (um, in the instructions).

Red and **White**: One of your wugs kind of sounds like a bovine would. To make the other one kind of match, change a vowel so that it's kind of named for a bovine. Then, definitively pass both of your wugs to another player.

Blue and **Black**: You can change a letter in one of your wug's names so that it's a concept in psychology. Psych! Do change that letter, but so that the name is a different dictionary word (by the way, at this point all of the wugs will have names that are dictionary words). Pass that wug to a player with high self-esteem (and who also has a wug in front of them).

Blue and **White**: At this point, everyone's wugs should have a changed name. Find a wug whose name you've changed before, and let's keep this party going! It may be a little too straight-laced right now, so why don't you remove the letter in its name made up only of straight lines, then pass it along in the opposite direction from where you just received a wug.

Black and **White**: Palindromes are rasemordnilap! Change a letter in the palindromic name to make it a similarly palindromic last name of an author (common in crosswords). Pass along some wugs wherever you'd like.

White start

Red and **Blue**: The middle letter in one of your wug's names is looking a little stuck. Move it forward one step in the alphabet. Then, move it forward once more. Repeat until you can't move it forward any more (note: you may skip the intermediate steps). Pass the wug with the longer name to the player whose wug's name is the same length.

Red and **Black**: Take the **Red** wug, and change it to a random assortment of letters. Do the same to the **Blue** wug, and then take the **Black** and **White** wugs from whoever has them. Wait, didn't I tell you that was dangerous? Oh well, too late, you've already been eaten.

Red and **White**: EEEE! Wugs! In your wug with multiple vowels, change any vowels into Es. Pass any wug with three letters in their name to a player who also has a wug with three letters in their name.

Blue and **Black**: Change the longer name to 'WEREGOIN,' then change the shorter name to 'GTOEATYOU.' Hrm. Doesn't seem to be a very friendly message...

Blue and **White**: Look, it seems like they want to deliver their message! Pass the wug with the first name in the alphabet to a player without any wugs, then, starting with that player and going clockwise around the circle, write down their names.

Black and **White**: Now there are two of them! Change a letter in the Black wug's name to make it a homophone of a number. Pass all wugs with a modified name, as well as all wugs with an unmodified name, to a player without any wugs in front of them.

Black start

Red and **Blue**: Are they speaking... Greek?? Find the greek letter in a wug's name, and duplicate it. Also, remove all other parts of the name. Pass a wug to the person you just got a wug from.

Red and **Black**: I'm head over heels for wugs! Flip over the first letter of the **Red** wug; this will form a dictionary word. Then, pass the Black wug to the player on your left.

Red and **White**: Should the wugs do something today? One of your wugs has a name containing an activity you might do in a body of water. Change that part to a question. Pass along every wug whose name has two vowels, using the most expansive definition of 'vowel' possible.

Blue and **Black**: It seems you've fallen into a very cleverly-made wug trap, somehow (no, I don't know how either). I suppose your wug-passing days are over; also, you never got to see the answer! Bummer!

Blue and **White**: DID YOU KNOW: wugs are excellent pirates. Add an appropriate pirate letter to a name to make a dictionary word. Make the other one walk the plank and swim to the player who's done the least altering so far.

Black and **White**: Wugs like to have names of the same length. Remove the last letter of a wug's name to make their lengths match. Pass any wugs with a part of their original name left to someone else with a wug (note: any previous disagreements between wugs have been patched up by, I don't know, telepathy or something).

Red start

Red and **Blue**: Looks like the message is ' '. That's not a space, that's a novel written in the invisible wug language. Also, it never ends, so enjoy spending eternity reading it!

Red and **Black**: It's time for their message! Hmm, it appears to be 'WRONG.' It also appears to be wrong, and the wugs don't appear to like that very much. They set upon you and devour you; whoops!

Red and **White**: As it turns out, wugs don't like redundancy, so remove the redundant part from one of the names. Now, there are two wugs whose names share a letter; you will have one. Unfortunately, they don't like each other, so pass this wug to the player opposite the player with the other one.

Blue and **Black**: Oh no, you broke it! Remove a straight line from the very beginning of one of your wug's names. Clearly, someone more responsible will have to look after them, so pass both to another player.

Blue and **White**: Don't change any names. Pass the **Blue** wug to your left, then the **White** wug to your right, the **Red** wug across from you, the **Black** wug below you, the **Magenta** wug... wait a second...

Black and **White**: It's opposite day; well, in this part of the instructions, anyway. Reverse the name of the **White** wug, then pass it to the player with the **Blue** wug in front of them.