

YUM YUM TROUBLE GUM



2-5 20* 8+

* ~ 5 minutes per player

The troublelicious heist game with just one loser!

YUM YUM Trouble Gum is a card shedding game. When it is your turn, you draw a new card and/or play a card that fits. As soon as everyone and everything is in place, a heist can go down. At that point, be sure to have the right cards left in your hand or, better yet, none at all. Either way, let someone else take the fall!

COMPONENTS

6 cop badges 39 cards



4 licorice cops



2 getaway cars

woop-woop side



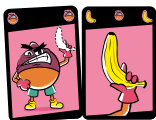
jail side



4 cherries,
4 green trouble gums



2 banks



4 pink trouble gums,
4 bananas



5 reminders



6 delays

SETUP

Take one reminder each and remove all reminders that you do not need from the game. Put both banks into the middle of the table, with a bit of space between them. Put the cop badges within easy reach of everybody, *woop-woop* side up.

Shuffle the other 32 cards (*which all have the same back side*) and deal a hand of cards to each player:

2 players → 6 cards per player

3 - 4 players → 5 cards per player

5 players → 4 cards per player

The remaining cards are the draw pile.

The player who did anything illegal most recently is the starting player of the first round. Play one after the other in clockwise direction.

YOUR TURN

A When it is your turn, you may draw a card:

– If you draw a card, you may then also play a card but you do not have to!

– If you do not draw a card, you have to play a card!

When you draw a card but then do not play a card, it is the next player's turn immediately.

You can not choose to simply pass. (*If you do not have a hand card that you can play at the start of your turn, you have to draw a card.*) If you can not draw because the draw pile is empty, shuffle the discard pile. It becomes the new draw pile.

RARE CASE:

If both the draw pile and the discard pile are empty and, one after the other, nobody plays a card, you go straight to jail, if you are one of the players with the most hand cards. Put a cop badge in front of yourself, *jail* side up. The last player who played a card (*and put you in jail*) is the starting player of a new round (details below). This is the only way for multiple players to lose the game at the same time, which in turn can technically cause you to run out of cop badges. (*Running out of cop badges does not change the outcome in any way.*)

B Only play your cards in the right place and in the right order:



You can play a trouble gum next to a bank, as long as there is not a trouble gum of the same color next to that bank already.

To rob a bank you need precisely one green and one pink trouble gum.



You can play a cherry next to a green trouble gum that does not have a cherry already.



A cherry always belongs in the capable hands of a green trouble gum.



You can play a banana next to a pink trouble gum that does not have a banana already.



And a banana always belongs in the hands of a pink trouble gum.

(*Neither does there need to be a green trouble gum before you can play a banana nor a pink trouble gum before you can play a cherry.*)



You can play a heist onto a bank, once there are both trouble gums, a cherry, and a banana next to that bank.

You can only rob a bank after you have assembled a full crew and provided them with the necessary "tools of the trade."

(*You can play a heist on top of another heist.*)



You can play a licorice cop onto a bank, if there is a heist or another licorice cop there (*on top of a heist*).



The cops only care for you once there actually is a heist in progress.



You can play a getaway car onto a bank, if there is a heist or a licorice cop there (*on top of a heist*).



You only need a getaway car to get away from something – like an active crime scene and the cops.



You can always play a delay next to either bank.

Staling is always an option.

C Execute the effect of your played card:



The trouble gums, the cherry, and the banana have no immediate effect.

It is the next player's turn.



A heist has no immediate effect.

It is the next player's turn.



If you play a licorice cop, put a cop badge in front of the next player, *woop-woop* side up.

It is their turn. The next player goes to jail and flips the cop badge over, unless they play another licorice cop or a getaway car on top of your cop.

(The next player may draw a card before playing a card.)

First, you assemble the team and equip them with their tools.

As soon as everyone and everything is in place, a heist can go down.

You can sic the cops on each other.

Those with connections within the licorice department are in the clear. Those without connections quickly end up in jail.

All of that unpleasantness can instead be avoided, as long as the getaway car is ready to go.



When you play a getaway car onto a bank, put all the cards at that bank (including the getaway car itself) onto the discard pile. *If you drive off into the sunset, the heist is a success for all of you.*

If you play your getaway car on top of a licorice cop, also return the *woop-woop* cop badge to the general supply.

All cards at the other bank stay put! It is the next player's turn (*who simply continues, without starting a new round*).



When you play a delay, immediately draw a card.

Then place one of your hand cards face down on top of the draw pile. This may be either the card you just drew or any other hand card of yours.

(A delay does not save you from going to jail! The delay itself is the card that you played for this turn.)

Take a short break (almost) whenever! Really think about your options.

SPECIAL CASES: Empty Hand & Last Player

– **As soon as you play your last hand card, you are out of the ongoing round and can no longer go to jail.** You rejoin the game (*and can go to jail again*) once a new round starts.

*(While you have a *woop-woop* cop badge in front of yourself already, you can only empty your hand, if your last hand card is either a licorice cop or a getaway car.)*

– **As soon as you are the very last player who still has any number of hand cards left, you go straight to jail.** Put a cop badge in front of yourself, *jail* side up.

The last player who played a card (and put you in jail) is the starting player of a new round.

A NEW ROUND

A new round starts each time that (but only if!) a player has just gone to jail. Shuffle all 32 cards again and deal a new hand of (6, 5, or 4) cards to each player.

THE END

The game ends, **as soon as a player has gone to jail a second time. That player is the only loser. Everybody else wins.**

Art.Nr. 2502 400

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LICORICE COP

GETAWAY CAR

JAIL



If the next player plays another licorice cop on top of your cop, they do not go to jail. Instead, they pass the cop badge on to the next player, still *woop-woop* side up. It is that next player's turn.

Now, that next player goes to jail and flips the cop badge over, unless they play another licorice cop in turn or a getaway car. Continue to pass the cop badge on in this way until either a player goes to jail or a player plays a getaway car.

If the next player plays a getaway car on top of your cop, they do not go to jail. Instead, they return the *woop-woop* cop badge to the general supply.

It is the next player's turn (details right).



If the next player neither plays another licorice cop nor a getaway car on top of your cop, they go to jail and flip the cop badge over to the *jail* side.

You (who put them in jail) are the starting player of a new round (details right).