Overview

Uh-oh... Jumba is up to his mad scientist tricks again. Stitch is back to his destructive ways, and it's up to you to help get him back to being on his best behaviour. In this quick deduction game, each player will compete to capture Stitch and recruit help from his most beloved friends—but beware, as some experiments may cause chaos! Will you find the fix for 626?

Contents

Setup

1. Give each player a reference card and return any remaining reference cards to the bag. *Reference cards list the values, effects, and quantity of each character card type.*
2. Shuffle the 17 character cards to create a deck and place it facedown where all players can reach it. If you are playing a 2- or 3-player game, remove both copies of the Sparky card and return them to the bag before shuffling; they aren't used in a 2- or 3-player game.
3. Take the top card of the deck and set it aside facedown without looking at it. *This card will not be used this round.*
4. Deal each player 1 card from the deck as their starting hand.
5. The player who most recently watched *Lilo & Stitch* takes the Stitch token, with the Good Stitch side visible. The player to their left takes the first turn.

Stitch

During the game, Stitch can be either Experiment 626 or Good Stitch—never both. If a card refers to Stitch, it refers to the token, regardless of which side it is currently on. At all times, a single player has Stitch. This is indicated by placing Stitch in front of that player.

Taking Stitch: If a card directs you to take Stitch, take Stitch (no matter where he is) without flipping the token and put him in front of you. You now have Stitch.

Flipping the Stitch Token: If a card directs you to flip Stitch, flip Stitch (no matter where he is) to his other side without moving him. This is how Stitch is changed from Good Stitch to Experiment 626 and vice versa during the game.

Playing the Game

The game is played in a series of rounds. The card in your hand is your held card. You win a round if you hold the highest-value card once the deck runs out or if all other players are knocked out of the round.

Player Turn

Take turns in clockwise order. On your turn, draw 1 card from the deck. Then choose and play 1 of your 2 cards, resolving its effect.

The played card stays in front of you faceup, and you keep the other card in your hand.

Out of the Round

Some card effects knock you out of the current round.

When this happens, discard your hand faceup in front of you (without resolving card effects). If you have Stitch, give him to the player who knocked you out of the round.

You can no longer be chosen for card effects, and your turn is skipped until the start of a new round.

Played and Discarded Cards

It is important that everyone knows what cards have already been played, so all played or discarded cards **must always be visible to everyone**.

End of a Round

The round ends in 1 of 2 ways: when **the deck runs out** or when **only 1 player is left in the round**.

The Deck Runs Out

If the deck is empty after any turn, the round ends. All players still in the round reveal and compare the cards in their hands.

If a player has Good Stitch, they add 2 to the number of their held card and win ties. If a player has Experiment 626, they subtract 2 from the number of their held card and lose ties.

The player with the highest-value card in hand wins the round and gains 1 victory token.

In the rare case that there is a tie for the highest-value card but none of the players in the tie have Good Stitch, all tied players (except a player with Experiment 626) win that round and gain 1 victory token each.

One Player Left

If you are the only player still in the round (because all other players were knocked out of the round by card effects), the round immediately ends. You win and gain 1 victory token.

Winning the Game

The game ends when a player has enough victory tokens to win based on the number of players (see table below). Multiple players can simultaneously win the game.

2	3	4	5	
5	4	3	3	

STARTING THE NEXT ROUND

To start a new round, repeat steps 2–4 of setup.

The player who won the previous round takes Good Stitch, and the player to their left takes the first turn.

If the previous round had multiple winners, the player who had Stitch gets Good Stitch and the player to their left goes first.

CARD EFFECTS

A set of flowers on the surfboard below the title of each card shows how many of that card are in the deck.

0. Gantu (2)

Pass Stitch to the left.

1. Grand Councilwoman (3)

Choose another player and guess a number. If that number is in their hand, they are out of the round.

* You may guess 1.

2. Cobra Bubbles (2)

Choose another player and secretly look at their hand. If they have Lilo or Nani, they are out of the round.

3. Sparky (2)

Choose another player and secretly compare hands. Whoever has the lower number on their held card is out of the round.

Sparky (2) continued

* In a tie, nothing happens. Good Stitch and Experiment 626 do NOT influence ties with Sparky.
* If the player with Stitch plays Sparky and loses, the player they challenged is considered to have knocked them out of the round (and thus gets Stitch).
* Reminder: Sparky is removed from a 2- or 3-player game.

4. Jumba (2)

Flip Stitch to the other side.

5. Angel (1)

Take Stitch. If he is Good Stitch, take another turn.

5. Leroy (1)

If any player has Experiment 626, they are out of the round. Take Stitch.

* Be careful! You can knock yourself out of the round this way. If you do, pass Stitch to your left.

6. David (1)

You are protected from all card effects until your next turn.

* Card effects that do not target you directly but still affect you (e.g., the effects on the Gantu, Jumba, Angel, Leroy, and Lilo cards) can be played against you. For example, David will never prevent Gantu from passing Stitch to the left.
* Leroy will still knock you out of a round, as this card does not require you to choose a player.

David (1) continued

* In the rare case that all other players still in the round are "protected" by David when you play a card, if that card requires you to choose another player, your card is played with no effect.

6. Pleakley (1)

Choose another player and trade hands with them. If they have Stitch, they may give you Stitch to prevent the trade.

7. Nani (1)

Choose another player. They take Stitch.

* You can choose the player who already has Stitch. You cannot choose yourself.

8. Lilo (1)

Take Stitch. If he is Experiment 626, flip him to Good Stitch.

* If Stitch is already Good Stitch, do not flip him.

QUICK REFERENCE

SETUP AND START OF ROUND

Shuffle the 17 character cards. Set 1 aside facedown. Give Good Stitch to the player who won the last round. The player to their left goes first.

TAKING A TURN

Draw 1 card. Play 1 of your 2 cards, resolving its effect.

END OF A ROUND

The round ends in 1 of 2 ways, and the winner gains 1 victory token:

* If the deck is empty, the player with Good Stitch adds 2 to their held number and the player with Experiment 626 subtracts 2 from their held number, then the highest card wins.
* If all players but 1 are out of the round, the player still in the round wins.

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