



FIX THE BUCKET!

CARD DECK

2-4 PLAYERS
(UP TO 7 PLAYERS
WITH BONUS GAMES)

**INCLUDES
7 WAYS
TO PLAY!**

COMPONENTS

- 60 IMAGE CARDS

BUCKET
[GREEN]



**BUCKET WITH
STRAW**
[GREEN-YELLOW]



STRAW UNCUT
[YELLOW]



**STRAW CUT
BY AXE**
[YELLOW-RED]



**AXE
UNSHARPENED**
[RED]



**WATER IN LEAKY
BUCKET**
[BLUE-GREEN]



WATER
[BLUE]



**STONE WITH
WATER**
[PURPLE-BLUE]



STONE DRY
[PURPLE]



AXE ON STONE
[RED-PURPLE]



1 START CARD

DOUBLE-SIDED

FRONT



BACK



4 REFERENCE CARDS

DOUBLE-SIDED

FRONT



BACK



7 WAYS TO PLAY



FIX THE BUCKET! | 2-4 PLAYERS

Race to play all your cards by following the song sequence forward or backward.



UNDER
5 MINUTES



BUCKET BLITZ | 2 PLAYERS

Be the first to play all your cards in this speed-style duel.



UNDER
5 MINUTES



BUCKET SNAP | 2+ PLAYERS

Collect all the cards by winning every snap.



10
MINUTES



RACE TO MATCH | 2-3 PLAYERS

Match all your pairs before your opponents.



UNDER
5 MINUTES



I DON'T THINK SO, HENRY! | 3 OR 7 PLAYERS

Bluff your way to playing all your cards first.



15
MINUTES



BUCKET BRIGADE | 2-7 PLAYERS

Be the first to collect five matching cards.



15
MINUTES



LYRIC QUEST | 2-3 PLAYERS

Complete all five Song Sets to finish the lyric.



20
MINUTES



ONE DECK. SEVEN WAYS TO PLAY. ENDLESS FUN!

All games use the 10-card song sequence from Fix the Bucket!

SETUP:

FIX THE BUCKET! | 2-4 PLAYERS

Race to play all your cards by following the song sequence forward or backward.



UNDER
5 MINUTES

- 1 Place the Start card in the center where all players can reach it.
- 2 Shuffle the 60 cards and deal them facedown to each player to create draw piles:
 - For 2 players: 30 cards each
 - For 3 players: 20 cards each
 - For 4 players: 15 cards each
- 3 Each player draws a hand of five cards.

GAMEPLAY:

- 1 All players start by reciting, "There's a hole in the bucket, dear Liza, dear Liza. There's a hole in the bucket, dear Liza, a hole."
- 2 Immediately after reciting the opening verse, all players begin playing simultaneously. Players race to place one card at a time that matches either the image before or after the current face-up card in the sequence. The first correct card played becomes the new top card.
 - For example, if the face-up card is Bucket [green], the next card could be Bucket with Straw [green-yellow] or Water in Leaky Bucket [blue-green].



WATER IN LEAKY BUCKET

[blue-green]



BUCKET

[green]



BUCKET WITH STRAW

[green-yellow]

- 3 Play continues with the new top card. For instance, if the face-up card is Straw Cut by Axe [yellow-red], players can place either Axe [red] or Straw [yellow] on that card.



- 4 At any time during play, players may draw one card at a time to refill their hand. **There is no hand limit.**



OPTIONAL RULE: FIX IT, DEAR HENRY!

If play slows down or a player takes too long to play, any player may continue singing the next verse of the song:

**“Then fix it, dear Henry, dear Henry, dear Henry.
Then fix it, dear Henry, fix the hole.”**

If any player plays a card before the verse ends, stop singing and continue playing normally.

If the verse is completed before a card is played, the game immediately ends. The player with the fewest cards remaining wins.

WINNING:

- ✓ The first player to play all of their cards and shout, **“Fixed it, dear Liza!”** wins.
- ✓ If no player can make a legal play and all draw piles are empty, the player with the fewest cards wins.
- ✓ If tied, play another game to determine the winner.

OPTIONAL CHALLENGE: ONE-LOOP TIMER



Instead of only playing until one player runs out of cards, use the song as a timer.

- 1 Begin the game as normal by singing the opening verse.
- 2 Continue singing the song as everyone plays simultaneously.
- 3 Continue until winning or until the song returns to *“There’s a hole in the bucket...”* Then immediately stop playing.
- 4 The player with the fewest cards remaining wins.



BUCKET BLITZ | 2 PLAYERS

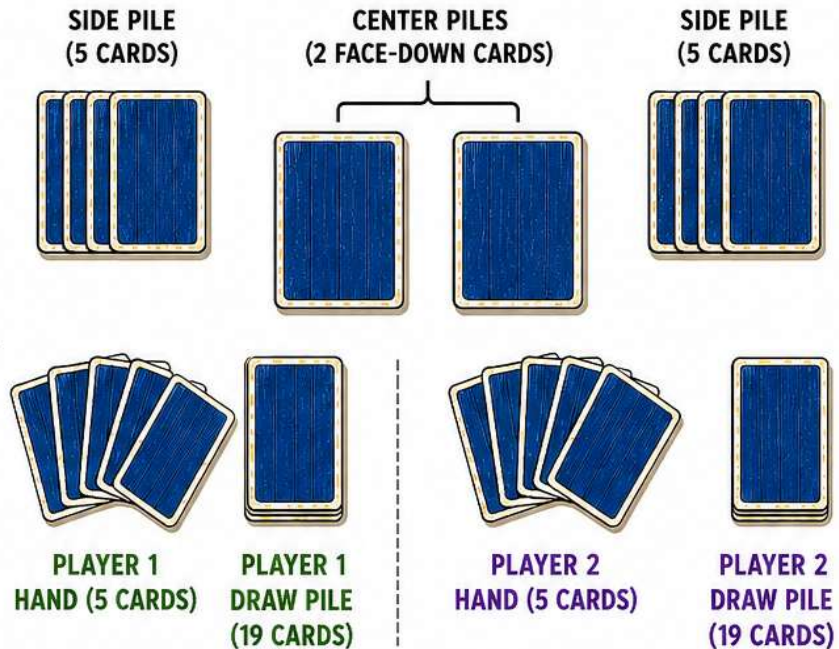
Be the first to play all your cards in this speed-style duel.



**UNDER
5 MINUTES**

SETUP:

- 1 Shuffle the 60-card deck.
- 2 Place 2 face-down center cards between the players.
- 3 Place 2 side piles with 5 cards each.
- 4 Deal 24 cards to each player.
- 5 Each player draws 5 cards into their hand.
- 6 The remaining 19 cards become your personal draw pile.



HOW TO PLAY:

- 3 Count to 3 and simultaneously flip over the 2 center cards.
- Both players play at the same time.
 - Players race to play cards from their hands onto either center pile.
 - Cards must follow the sequence forward OR backward.

EXAMPLE:

If the top card is the AXE, you can play either:



- After playing a card, immediately draw a replacement card from your personal draw pile.
- 5 Always keep up to 5 cards in your hand when possible.

GETTING STUCK:

If neither player can make a move:

- Both players simultaneously flip one card from each side pile onto the center piles.



PLAY IMMEDIATELY CONTINUES!

HOW TO WIN:

The first player to run out of all cards in their hand and draw pile hits the center piles (or the table) and shouts:

"BUCKET BLITZ!"

That player wins the round!



PLAY ROUNDS! BEST OF THREE TO DETERMINE THE ULTIMATE WINNER!

BUCKET SNAP | 2+ PLAYERS

Collect all the cards by winning every snap.



SETUP

1. Place one Reference Card facedown in the center of the table within reach of all players.
2. Shuffle the 60-card deck and deal the cards facedown as evenly as possible to each player, creating individual draw piles.
3. Each player places their draw pile in front of them.

GAMEPLAY

1. The player to the left of the dealer goes first. Play continues clockwise.
2. On your turn, flip the top card from your draw pile and place it faceup in front of you to begin or continue your faceup pile.
3. If the card you just revealed matches the top faceup card on another player's pile, all players race to touch the Reference Card. The first player to touch it wins both faceup piles and places them at the bottom of their draw pile.



4. Play resumes with the winner flipping the next card from their draw pile. Play then continues clockwise.
5. False Snap: If a player touches the Reference Card when there is no match, they must give the top card from their draw pile to the player who just revealed a card.
6. Turn Mistake: If a player makes a mistake during their turn, they must give the top card from their draw pile to the player on their right.
7. If a player runs out of draw pile cards, they flip their faceup pile over to create a new draw pile.
8. Any cards won or received are placed at the bottom of the receiving player's draw pile.

WINNING

The game continues until one player collects all the cards. That player wins.

RACE TO MATCH

2-3 PLAYERS

Match all your pairs before
your opponents.



UNDER
5 MINUTES

SETUP:



Each player takes
2 of each image card



Shuffle your
20-card deck



Place cards face down
in a 5x4 grid



5x4
GRID



HOW TO PLAY:

1

All players start
at the same time



2

Flip over 2 cards
at a time



3

If they match, collect
them into a side pile



4

If they don't match,
flip them back over



THE FIRST
PLAYER TO MATCH
ALL OF THEIR
CARDS WINS
THE ROUND!

I DON'T THINK SO, HENRY! | 3 OR 7 PLAYERS

Bluff your way to playing all your cards first.



15
MINUTES

SETUP

1. Place one or more Reference Cards face up where all players can see the lyric sequence.
2. Shuffle the 60-card deck.
3. Deal all cards evenly to the players.
4. Create one face-down center pile.

GAMEPLAY

1. The player to the left of the dealer goes first. Play continues clockwise.
2. Play begins with **Bucket** [green]. Players then continue following the lyric sequence shown on the Reference Cards.
3. On your turn, place 1–6 cards face down onto the center pile.
4. Announce what you played (for example, “**Two Axes.**”).
5. You may tell the truth or bluff.
6. Before the next player begins their turn, any player may challenge by shouting, “***I don't think so, Henry!***”
7. Reveal the cards that were just played.
 - If the player was bluffing, they pick up the entire center pile.
 - If the player was telling the truth, the challenger picks up the entire center pile.
8. If no player challenges before the next player begins their turn, the played cards remain face down in the center pile.
9. After a challenge is resolved, play continues with the next player in the original turn order, following the next step in the lyric sequence.

WINNING

The first player to get rid of all of their cards wins.

BUCKET BRIGADE | 2-7 PLAYERS

Be the first to collect five matching cards.



15
MINUTES

SETUP

1. Shuffle the 60-card deck.
2. Deal 6 cards to each player.
3. Place the remaining cards face down in the center to form the draw pile.
4. Leave space to the left of each player for a personal discard pile.

GAMEPLAY

1. Begin the game: On the count of three, all players play simultaneously.
2. On your turn, draw either:
 - the top card from the center draw pile, or
 - the top card from the discard pile of the player on your right.
3. Add the drawn card to your hand.
4. Place one card from your hand face down onto your personal discard pile to your left. The player on your left may draw the top card from this pile.
5. Continue drawing and discarding without taking turns.

RESETTING THE DRAW PILE

1. When the last card is drawn from the center draw pile, the player who drew it announces, "Reset!"
2. All players immediately stop and discard down to 6 cards.
3. Each player keeps the 6 cards remaining in their hand.
4. Gather all cards from every player's discard pile, shuffle them together, and place them face down in the center to form a new draw pile.
5. Each player draws 1 card from the new draw pile. On the count of three, all players immediately resume play by discarding back down to 6 cards.

WINNING

1. As soon as a player collects five matching cards of the same symbol, they immediately shout, "Bucket Brigade!" That player wins the hand and receives a Reference Card.
2. The first player to collect 2 Reference Cards wins the game.
3. If all four Reference Cards have been awarded without a player collecting 2 Reference Cards, play one final tiebreaker hand. The winner of the tiebreaker wins the game.

LYRIC QUEST | 2-3 PLAYERS

Complete all five Song Sets to finish the lyric.


20
MINUTES

SETUP:

- 1 Shuffle the 60-card deck.
- 2 Deal 5 cards to each player.
- 3 Place the remaining cards face down to form the draw pile.
- 4 Reveal the top card to begin a face-up discard pile.
- 5 Place one or more Reference Cards face up where all players can see the Song Sets.

SONG SETS

BUCKET: Leaky Bucket • Bucket • Bucket with Straw

STRAW: Bucket with Straw • Straw • Straw Cut by Axe

AXE: Straw Cut by Axe • Axe • Axe on Stone

STONE: Axe on Stone • Stone • Stone with Water

WATER: Stone with Water • Water • Leaky Bucket

GAMEPLAY:

- 1 The player to the left of the dealer goes first. Play continues clockwise.
- 2 On your turn, draw either the top card of the draw pile or the top card of the discard pile.
- 3 If you have completed one or more different Song Sets, place those three cards face up in front of you. A Song Set may only be completed once.
- 4 End your turn by discarding one card face up onto the discard pile.

END OF THE ROUND:

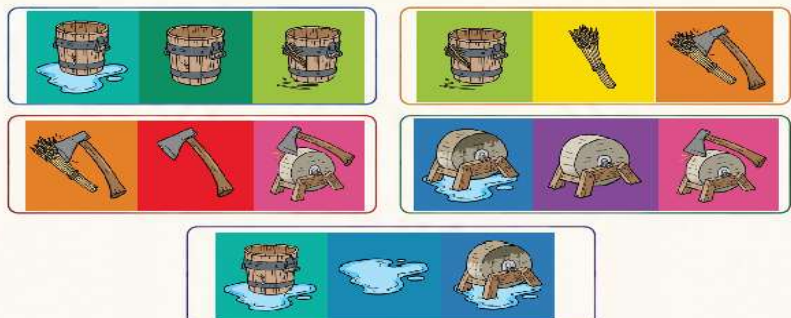
When a player places their second Song Set during a round, they trigger the end of the round, **that player does not discard.**

- 1 All other players take one final turn.
- 2 Players keep the Song Sets they have completed.
- 3 Gather all remaining cards from players' hands, the draw pile, and the discard pile. Shuffle those cards together and deal each player a new hand of five cards.
- 4 The player to the left of the player who triggered the end of the round begins the next round.

WINNING



The first player to complete all five different Song Sets has completed the song and **wins** the game!



There's a Hole in the Bucket

The traditional folk song that inspired **Fix the Bucket!**

HENRY: There's a hole in the bucket, dear Liza, dear Liza,
There's a hole in the bucket, dear Liza, a hole.

LIZA: Then fix it, dear Henry, dear Henry, dear Henry,
Then fix it, dear Henry, dear Henry, fix the hole.

HENRY: With what shall I fix it, dear Liza, dear Liza,
With what shall I fix it, dear Liza, with what?

LIZA: With straw, dear Henry, dear Henry, dear Henry,
With straw, dear Henry, dear Henry, with straw.

HENRY: The straw is too long, dear Liza, dear Liza,
The straw is too long, dear Liza, too long.

LIZA: Then cut it, dear Henry, dear Henry, dear Henry,
Then cut it, dear Henry, dear Henry, cut the straw.

HENRY: With what shall I cut it, dear Liza, dear Liza,
With what shall I cut it, dear Liza, with what?

LIZA: With an axe, dear Henry, dear Henry, dear Henry,
With an axe, dear Henry, use an axe.

HENRY: The axe is too dull, dear Liza, dear Liza,
The axe is too dull, dear Liza, too dull.

LIZA: Then sharpen it, dear Henry, dear Henry, dear Henry,
Then sharpen it, dear Henry, dear Henry, sharpen the axe.

HENRY: With what shall I sharpen it, dear Liza, dear Liza,
With what shall I sharpen it, dear Liza, with what?

LIZA: With the stone, dear Henry, dear Henry, dear Henry,
With the stone, dear Henry, dear Henry, use the stone.

HENRY: The stone is too dry, dear Liza, dear Liza,
The stone is too dry, dear Liza, too dry.

LIZA: Then wet it, dear Henry, dear Henry, dear Henry,
Then wet it, dear Henry, dear Henry, wet the stone.

HENRY: With what shall I wet it, dear Liza, dear Liza,
With what shall I wet it, dear Liza, with what?

LIZA: With water, dear Henry, dear Henry, dear Henry,
With water, dear Henry, dear Henry, with water.

HENRY: With what shall I fetch it, dear Liza, dear Liza,
With what shall I fetch it, dear Liza, with what?

LIZA: With the bucket, dear Henry, dear Henry, dear Henry,
With the bucket, dear Henry, dear Henry, the bucket!

HENRY: There's a hole in the bucket, dear Liza, dear Liza,
There's a hole in the bucket, dear Liza, a hole.