

# FULL HOUSE BOARD GAME

MODEL 86-201

## INSTRUCTIONS

### CONTENTS

10 Mall Cards	10 Movie Cards
10 School Cards	10 Health Club Cards
10 Park Cards	10 TV Studio Cards
24 Joey Joke Cards	6 Car Playing Pieces
1 Die	

### OBJECT OF THE GAME

To travel from neighborhood to neighborhood along the board collecting 6 members of the family and bringing them all home for a Full House.

### SET UP

Place Full House neighborhood cards face down on corresponding locations printed on the game board.

Place Joey Joke cards face down on the Joey Joke space.

Each player should choose a playing piece car and place the car on the start position on the board.

Each player should roll the die to see who goes first. Highest roll starts and play follows to the left.

### TO PLAY

Player rolls die and moves amount of spaces shown on the die. Player may move any direction along the paths. Player can also share spaces.

Exact rolls are not needed to move into any neighborhood spaces. As an example; if you need a

three to get into the "Mall" and you roll a four, you may still go into the Mall.

When players reach a neighborhood, they should draw the top card from that stack, then park their car playing piece on top of the stack. If the card has a direction written on it, the player must immediately follow that direction. The turn is over when all directions have been followed.

If the card has a picture of DJ, Stephanie, Danny, Michelle, Jesse, or Becky and the Twins on it, you have a choice. Either place it face down in front of you, or if you already have that character in your hand, return that card to the bottom of that deck.

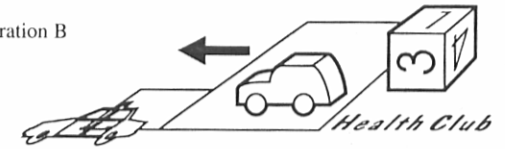
If a player picks a "Take a Character Card from another Player" card, the player shows the card to all players, and then proceeds to choose one face down character card from any player. If the player chooses a card he or she already has, the card should be returned to the player and the turn is over.

To take the Taxi to the Mall or the Cable Car to the Park, you must roll exact numbers. As an example, an exact roll of two allows you to take the Cable Car (illustration A) and an exact roll of one lets you take the Taxi (illustration B). These spaces can only be entered from the neighborhood space. You must go immediately to the new neighborhood and draw the top card and follow all directions.

Illustration A



Illustration B



If you land on "Tell a Joey Joke" space or pick a neighborhood card that directs you to "Go to any Joey Joke Space", pick up the top card and read the Joke. As a reward for your joke, you immediately get another turn.

If a player lands on the "No Left Turn Space", on the next turn the player may not go to the Mall.



A player may not go to the same neighborhood twice in a row and only two character cards may be taken from each neighborhood throughout the game.

Players may not discard any character cards unless they have drawn a duplicate character card.

### TO WIN

A player must have one card of each of the six characters, DJ, Stephanie, Danny, Michelle, Jesse, and Becky and the Twins. That player then must travel to the home neighborhood to win.

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