



HOLIDAY SHUFFLE™ CARD GAME

2 to 4 Players / AGES 12 & Up



OBJECT

Score points by arranging your cards in chronological order. Have the most points at the end of three rounds and win!

CONTENTS

1 deck of 78 cards • 4 player mats

SETUP

- You'll need a piece of paper and pencil (not included) to keep score.
- Each player takes a mat and places it in front of him/her.

BEFORE WE BEGIN, LET'S TAKE A LOOK AT THE CARDS

There are three types of cards: Holiday cards, Celebration cards and Wild cards. Let's take a quick look at each.



Holiday cards represent the traditional, and not so traditional, holidays we celebrate throughout the year, such as Christmas, Chanukah and Labor Day.



Celebration cards represent some lesser-known celebrations throughout the year. These cards allow you to do extra things, such as taking another turn, switching two cards on your mat or trading a card with another player.



Wild cards represent any day of the year. Play these as you would a Holiday or Celebration card. Wild cards count as cards in chronological order as well as toward additional bonuses. Wild cards cannot be played as a date already on your player mat and cannot be used to represent a day that doesn't exist. For example, you cannot play a Wild card between January 31 and February 1.

IMPORTANT: There are 78 cards in the game, and therefore, not all of the days in the year are represented. Keep this in mind as you put your cards in order.

GAMEPLAY

The game is played in three rounds. The first player to have all 10 cards arranged on his/her player mat, in chronological order (from the beginning of the

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year to the end), wins the round. Points are awarded for winning the round and for having specific sequences of cards.

The Deal

Each player draws a card from the deck. The player who draws the card closest to the beginning of the year deals. If there is a tie, the tied players draw again. Now return all of the cards to the deck.

The dealer shuffles the deck, then deals the cards, faceup, one at a time until each player (including the dealer) has 10. As your hand is dealt to you, place each card, in the order dealt, faceup on your mat from left to right. Place the remaining cards facedown in the center of the play area, to form a draw pile. Turn over the top card from the draw pile and place it faceup beside the draw pile to form a discard pile. Figure 1 shows a mat set up and ready for play.

NOTE: If a Celebration card is dealt to you at the beginning of the game, place it on your mat, but ignore any instructions on it.

Starting the Game

The player to the left of the dealer goes first. Play then passes to the left.

On Your Turn

Take the top card from either the discard pile or the draw pile.

- If you take a card from the discard pile, you **MUST** exchange it with one from your mat. Place the card from your mat faceup on the discard pile. This ends your turn.
- If you take a card from the draw pile, you may exchange it for one on your mat **OR** you may discard it, faceup, on top of the discard pile. This ends your turn.

If you drew a Celebration card from the discard pile or the draw pile (and chose to keep it), place it on your mat (discarding a card) and follow its instructions immediately. Keep in mind... if you discard a Celebration card, another player may pick it up from the discard pile and use it.

NOTE: If you use up the cards in the draw pile, turn over the discard pile (do not reshuffle it) and use it as a new draw pile. Turn over the top card to start the new discard pile.

Ending and Scoring a Round

A round ends when one player's cards are all in chronological order (from the beginning of the year to the end) on his/her player mat. That player wins the round and receives 10 points. The other players receive 1 point for each card in chronological order starting from the LEFT. See Figure 2 on the next page. NOTE: If the second card from the left is a date earlier in the year than the first, the player receives 1 point.



FIGURE 1

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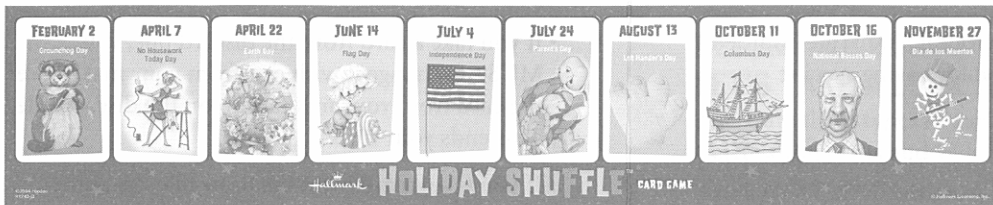


FIGURE 2

All players then check their mats for the following bonuses:

- For consecutive cards with dates in consecutive months (example: March 15, April 1, May 31):
 - 3 consecutive months = 3 points
 - 4 consecutive months = 4 points
 - 5 consecutive months = 5 points
 - ...up to 10 points
- For 3 or more cards, in order, in the same month (example: March 2, March 5, March 15 and March 17):
 - 3 cards = 3 points
 - 4 cards = 4 points
 - 5 cards = 5 points
 - 6 cards = 6 points

Add up your score at the end of each round.

Example

In Figure 3, the player scores 13 points: 5 points for having the first five cards on her player mat in chronological order; 4 points for having four consecutive cards with consecutive months and 4 points for having four cards, in order, in the same month. NOTE: A Wild card cannot be used as two different dates in order to claim bonuses. Once a Wild card date is designated, that is the date assigned to it.



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FIGURE 3

Starting a New Round

The player to the left of the previous dealer shuffles the cards and deals a new hand.

WINNING

The player with the most points at the end of three rounds wins!

GAME VARIATION

For a faster game, play only one round. The player with the most points at the end of that round wins!

** None of the holidays in this game were created by Hallmark Cards. Hallmark makes cards for a lot of them, but they didn't make up the actual holidays. Really.*

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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