

MONOPOLY[®]

Property Trading Game from Parker Brothers[®]

INSTRUCTIONS FOR 2 TO 8 PLAYERS / AGES 8+

In 1934, Charles B. Darrow of Germantown, Pennsylvania, presented a game called MONOPOLY to the executives of Parker Brothers. Mr. Darrow, like many other Americans, was unemployed at the time and often played this game to amuse himself and pass the time. It was the game's exciting promise of fame and fortune that initially prompted Darrow to produce this game on his own.

With help from a friend who was a printer, Darrow sold 5,000 sets of the MONOPOLY game to a Philadelphia department store. As the demand for the game grew, Darrow could not keep up with the orders and arranged for Parker Brothers to take over the game.

Since 1935, when Parker Brothers acquired the rights to the game, it has become the leading proprietary game not only in the United States but throughout the Western World. As of 1999, the game is published under license in 80 countries, and in 26 languages; in addition, the U.S. Spanish edition is sold in another 16 countries.

OBJECT

The object of the game is to become the wealthiest player through buying, renting and selling property.

EQUIPMENT

The equipment consists of a board, 2 dice, tokens, 32 houses and 12 hotels. There are Chance and Community Chest cards, a Title Deed card for each property, play money and a Banker's tray.

PREPARATION

Place the board on a table and put the Chance and Community Chest cards facedown on their allotted spaces on the board. Each player chooses one token to represent him/her while traveling around the board.

Each player is given \$1500 divided as follows: 2 each of \$500's, \$100's and \$50's; 6 \$20's; 5 each of \$10's, \$5's and \$1's.

All remaining money and other equipment go to the Bank. Stack the Bank's money in the compartments in the Banker's tray.

BANKER

Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep his/her personal funds separate from those of the Bank. When more than five persons play, the Banker may elect to act only as Banker and Auctioneer.

THE BANK

Besides the Bank's money, the Bank holds the Title Deed cards and houses and hotels prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands out their proper Title Deed cards; it sells houses and hotels to the players and loans money when required on mortgages.

The Bank collects all taxes, fines, loans and interest, and the price of all properties which it sells and auctions.

The Bank never "goes broke." If the Bank runs out of money, the Banker may issue as much more as may be needed by writing on any ordinary paper.

THE PLAY

Starting with the Banker, each player in turn throws the dice. The player with the highest total starts the play: Place your token on the corner marked "GO," throw the dice and move your token in the direction of the arrow the number of spaces indicated by the dice. After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.

According to the space your token reaches, you may be entitled to buy real estate or other properties — or obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "Go to Jail," etc.

If you throw doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, throw again and move your token as before. If you throw doubles three times in succession, move your token immediately to the space marked "In Jail" (see JAIL).

"GO"

Each time a player's token lands on or passes over GO, whether by throwing the dice or drawing a card, the Banker pays him/her a \$200 salary.

The \$200 is paid only once each time around the board. However, if a player passing GO on the throw of the dice lands 2 spaces beyond it on Community Chest, or 7 spaces beyond it on Chance, and draws the "Advance to GO" card, he/she collects \$200 for passing GO the first time and another \$200 for reaching it the second time by instructions on the card.

BUYING PROPERTY

Whenever you land on an unowned property you may buy that property from the Bank at its printed price. You receive the Title Deed card showing ownership; place it faceup in front of you.

If you do not wish to buy the property, the Banker sells it at auction to the highest bidder. The buyer pays the Bank the amount of the bid in cash and receives the Title Deed card for that property. Any player, including the one who declined the option to buy it at the printed price, may bid. Bidding may start at any price.

PAYING RENT

When you land on property owned by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card.

If the property is mortgaged, no rent can be collected. When a property is mortgaged, its Title Deed card is placed facedown in front of the owner.

It is an advantage to hold all the Title Deed cards in a color-group (e.g., Boardwalk and Park Place; or Connecticut, Vermont and Oriental Avenues) because the owner may then charge double rent for unimproved properties in that color-group. This rule applies to unmortgaged properties even if another property in that color-group is mortgaged.

It is even more advantageous to have houses or hotels on properties because rents are much higher than for unimproved properties.

The owner may not collect the rent if he/she fails to ask for it before the second player following throws the dice.

"CHANCE" AND "COMMUNITY CHEST"

When you land on either of these spaces, take the top card from the deck indicated, follow the instructions and return the card facedown to the bottom of the deck.

The "Get Out of Jail Free" card is held until used and then returned to the bottom of the deck. If the player who draws it does not wish to use it, he/she may sell it, at any time, to another player at a price agreeable to both.

"INCOME TAX"

If you land here you have two options: You may estimate your tax at \$200 and pay the Bank, or you may pay 10% of your total worth to the Bank. Your total worth is all your cash on hand, printed prices of mortgaged and unmortgaged properties and cost price of all buildings you own.

You must decide which option you will take before you add up your total worth.

"JAIL"

You land in Jail when... (1) your token lands on the space marked "Go to Jail"; (2) you draw a card marked "Go to Jail"; or (3) you throw doubles three times in succession.

When you are sent to Jail you cannot collect your \$200 salary in that move since, regardless of where your token is on the board, you must move it directly into Jail. Your turn ends when you are sent to Jail.

If you are not "sent" to Jail but in the ordinary course of play land on that space, you are "Just Visiting," you incur no penalty, and you move ahead in the usual manner on your next turn.

You get out of Jail by... (1) throwing doubles on any of your next three turns; if you succeed in doing this you immediately move forward the number of spaces shown by your doubles throw; even though you had thrown doubles, you do not take another turn; (2) using the "Get Out of Jail Free" card if you have it; (3) purchasing the "Get Out

of Jail Free" card from another player and playing it; (4) paying a fine of \$50 before you roll the dice on either of your next two turns.

If you do not throw doubles by your third turn, you must pay the \$50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw.

Even though you are in Jail, you may buy and sell property, buy and sell houses and hotels and collect rents.

"FREE PARKING"

A player landing on this place does not receive any money, property or reward of any kind. This is just a "free" resting place.

HOUSES

When you own all the properties in a color-group you may buy houses from the Bank and erect them on those properties.

If you buy one house, you may put it on any one of those properties. The next house you buy must be erected on one of the unimproved properties of this or any other complete color-group you may own.

The price you must pay the Bank for each house is shown on your Title Deed card for the property on which you erect the house.

The owner still collects double rent from an opponent who lands on the unimproved properties of his/her complete color-group.

Following the above rules, you may buy and erect at any time as many houses as your judgement and financial standing will allow. But you must build *evenly*, i.e., you cannot erect more than one house on any one property of any color-group until you have built one house on every property of that group. You may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, you cannot build three houses on one property if you have only one house on another property of that group.

As you build evenly, you must also break down evenly if you sell houses back to the Bank (see SELLING PROPERTY).

HOTELS

When a player has four houses on each property of a complete color-group, he/she may buy a hotel from the Bank and erect it on any property of the color-group. He/she returns the four houses from that property to the Bank and pays the price for the hotel as shown on the Title Deed card. Only one hotel may be erected on any one property.

BUILDING SHORTAGES

When the Bank has no houses to sell, players wishing to build must wait for some player to return or sell his/her houses to the Bank before building. If there are a limited number of houses and hotels available and two or more players wish to buy more than the Bank has, the houses or hotels must be sold at auction to the highest bidder.

SELLING PROPERTY

Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get; however, no property can be sold to another player if buildings are standing on any properties of that color-group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color-group.

Houses and hotels may be sold back to the Bank at any time for *one-half* the price paid for them.

All houses on one color-group must be sold one by one, evenly, in reverse of the manner in which they were erected.

All hotels on one color-group may be sold at once, or they may be sold one *house* at a time (one hotel equals five houses), evenly, in reverse of the manner in which they were erected.

MORTGAGES

Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its color-group must be sold back to the Bank at half price. The mortgage value is printed on each Title Deed card.

No rent can be collected on mortgaged properties or utilities, but rent can be collected on unmortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage *plus* 10% interest. When all the properties of a color-group are no longer mortgaged, the owner may begin to buy back houses at full price.

The player who mortgages property retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you buy the property and if you lift the mortgage later you must pay the Bank an *additional* 10% interest as well as the amount of the mortgage.

BANKRUPTCY

You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player, you must turn over to that player all that you have of value and retire from the game. In making this settlement, if you own houses or hotels, you must return these to the Bank in exchange for money to the extent of one-half the amount paid for them; this cash is given to the creditor. If you have mortgaged property you also turn this property over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. The new owner who does this may then, at his/her option, pay the principal or hold the property until some later turn, then lift the mortgage. If he/she holds property in this way until a later turn, he/she must pay the interest again upon lifting the mortgage.

Should you owe the Bank, instead of another player, more than you can pay (because of taxes or penalties) even by selling off buildings and mortgaging property, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all property so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

MISCELLANEOUS

Money can be loaned to a player only by the Bank and then only by mortgaging property. No player may borrow from or lend money to another player.

RULES FOR A SHORT GAME (60 TO 90 MINUTES)

There are five changed rules for this first Short Game.

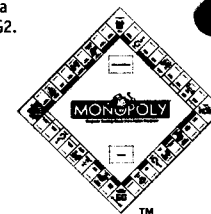
1. During PREPARATION, the Banker shuffles then deals **three** Title Deed cards to each player. These are **free** — no payment to the Bank is required.
2. You need only **three** houses (instead of four) on each lot of a complete color-group before you may buy a hotel. Hotel rent remains the same. The turn-in value is still one-half the purchase price, which in this game is one house less than in the regular game.
3. If you land in **Jail** you *must* exit on your next turn by (1) using a "Get Out of Jail Free" card if you have (or can buy) one; or (2) rolling doubles; or (3) paying \$50. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the \$50 on the same turn.
4. The penalty for landing on "**Income Tax**" is a flat \$200.
5. **END OF GAME:** The game ends when **one** player goes bankrupt. The remaining players value their property: (1) cash on hand; (2) lots, utilities and railroads owned, at the price printed on the board; (3) any mortgaged property owned, at one-half the price printed on the board; (4) houses, valued at purchase price; (5) hotels, valued at purchase price including the value of the three houses turned in. The richest player wins!

ANOTHER GOOD SHORT GAME

TIME LIMIT GAME: Before starting, agree upon a definite hour of termination, when the richest player will be declared the winner. Before starting, the Banker shuffles and cuts the Title Deed cards and deals two to each player. Players immediately pay the Bank the price of the properties dealt to them.

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, or phone: 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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SORRY!

INSTRUCTIONS FOR 2 TO 4 PLAYERS / AGES 6+

OBJECT

To be the first player to get all four of your pawns from your color START to your color HOME.

EQUIPMENT

SORRY!® Gameboard (on back of MONOPOLY® gameboard) • Deck of cards (no 6s or 9s) • 16 Pawns (4 each of 4 colors)

SETUP

- Choose four pawns of the same color. Put all four on that color START space.
- Shuffle the deck. Place facedown on "Place Pack Here" to form the Draw pile.
- Pick a player to go first. Movement is clockwise around the board (unless instructed otherwise!) and play passes to the left.

GAMEPLAY

Note: If it's your *first* turn and you do not draw a card that lets you start a pawn, you forfeit (skip) your turn.

On *all turns*, take the top card on the Draw pile and move accordingly (see "The Cards," page 3) if you can. Place the card faceup on "Discard Here."

To Start a Pawn

To move a pawn from your START out onto the track, you must draw either a **1** or a **2**. If it is a **2**, do as it says, then draw again and move if possible. *You may not start a pawn out with any other cards!*

Jumping and Bumping

You may JUMP over your own or another player's pawn that's in your way, counting it as one space. BUT...if you land on a space that's already occupied by an opponent's pawn, BUMP that pawn back to its own color START space.

Moving Backward

4 and **10** cards move you *backward*. If you have successfully moved a pawn backward at least two spaces beyond your own START space, you may, on a *subsequent turn*, move into your own SAFETY ZONE without moving all the way around the board.

Notes:

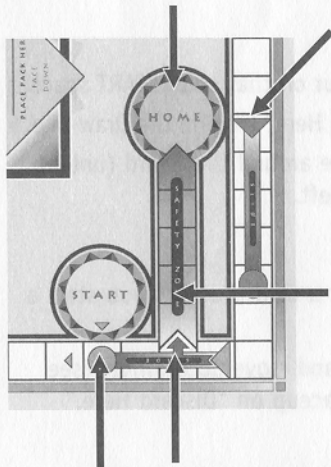
- Two pawns of the same color may never occupy the same space. If your only possible move would make you land on a space already occupied by one of your own pawns, you forfeit your turn.
- If at any time you cannot move, you forfeit your turn.
- But if at any time you can move, you must move, even if it's to your disadvantage.
- If you run out of cards in the Draw pile, shuffle the Discards and use them.

WINNING

If you get all four of your pawns HOME first, you win! If you play again, the winner goes first.

THE BOARD

Home: You must bring all four of your pawns into HOME by exact count! Once HOME, do not move that pawn again for the rest of the game.



Slide: Regardless of which card sent you there, any time you land by exact count on the triangle at the beginning of a SLIDE that is *not* your own color slide ahead to the end and BUMP *any* pawns in your way—including your own!—back to their own START spaces. If you land on a SLIDE of your own color, don't slide, just stay put on the triangle.

Safety Zone: Only you may enter your own color SAFETY ZONE. All other rules apply. No pawn may enter its SAFETY ZONE by a backward move; however, a pawn may move backward out of its SAFETY ZONE and on subsequent turns move back into the ZONE as cards permit.

Safety Zone Entry Space: When moving along the outside track, you may not move your pawn forward beyond your own SAFETY ZONE entry. However, you may pass the entry space on a backward move (4 or 10 card) or as the result of a "SORRY!" or "switch" (11) card played against you.

Start a Pawn Here: If you've drawn a 1 card, take a pawn from START and put it onto this circle; your turn ends. If you draw a 2, move a pawn out AND draw again! You may not have two pawns on an entry circle at the same time. If another player's pawn is on your entry circle, BUMP it back to its own START.

THE CARDS

- 1 Either start a pawn out OR move one pawn forward 1 space.
- 2 Either start a pawn out OR move one pawn forward 2 spaces. Whichever you do—or even if you couldn't move—DRAW AGAIN and move accordingly.
- 3 Move one pawn forward 3 spaces.
- 4 Move one pawn *backward* 4 spaces.
- 5 Move one pawn forward 5 spaces.
- 7 Either move one pawn forward 7 spaces—OR split the forward move between any two pawns.

Notes:

- You may not use 7 to start a pawn.
 - If you use part of the 7 to get a pawn HOME, you must be able to use the balance of the move for another pawn.
- 8 Move one pawn forward 8 spaces.
 - 10 Either move one pawn forward 10 spaces—OR move one pawn backward 1 space.
 - 11 Move one pawn forward 11 spaces—OR switch any one of your pawns with one of any opponent's.
- ### Notes:
- You may forfeit your move if you do not wish to change places and it is impossible to go forward 11 spaces.
 - You may only use 11 for pawns in play on the open track—not at START, HOME or in a SAFETY ZONE.
 - If your switch landed you on a triangle at the beginning of another player's slide, slide to the end!
- 12 Move one pawn forward 12 spaces.

SORRY! Take one pawn from your START, place it on any space that is occupied by any opponent, and BUMP that opponent's pawn back to its START. If there is no pawn on your START or no opponent's pawn on any space you can move to, you forfeit your move.

VARIATION—Team rules

- RED is always YELLOW's partner, and GREEN is always BLUE's.
- All regular rules apply and you may move—or BUMP!—your own or your partner's pawn in accordance with the card drawn.
- If you land on a space occupied by your partner's pawn, BUMP it back to its START!

- **SORRY!** cards *must* be used. If there's no one else to pick on, this means you might send your own or your partner's pawn back!
- **7** means you may split a move among any or all eight of your team's pawns.
- If you drew a **1** or **2**, you may start or move a pawn of either partner; if it was a **2**, when you draw again, you may use that card for any of your team's eight pawns.

WINNING: The first partnership to get all eight pawns into their respective HOMEs wins the game.

VARIATION FOR ADULTS— Play for points

All regular rules apply *except*:

- Put only three of your pawns on your START space. Put the fourth pawn on the circle outside your START.
- Shuffle the deck and deal five cards facedown to each player. Place the rest of the pack facedown on "Place Pack Here."
- On your turn, select one card from your hand and move according to its instructions. Discard it and draw a new card to bring your hand back up to five cards.
- If none of the cards in your hand allows you to move, discard any one card and draw a new one. Your turn ends; do not move a pawn until your next turn.
- The first player to get all four pawns HOME wins.

SCORING: All players score 5 points for each pawn on HOME. The WINNER also scores as follows:

5 points for each opponent's pawn not in its HOME

25 points if no opponent has more than two pawns HOME

50 points if no opponent has more than one pawn HOME

100 points if no opponent's pawn reached HOME

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, or phone: 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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Cribbage Instructions

For 2 to 4 Players / AGES 8+

CONTENTS

Wooden Cribbage Board; Deck of Playing Cards (also used for card games); 9 pegs

OBJECT

Be first to reach 121 points by counting combinations of cards during play, in hands and in the "Crib."

GAME SETUP

Two-player game: Each player picks a color and places 2 pegs in the starting positions on their tracks. The dealer deals 6 cards to each player. Each player looks at their hand and must then choose 2 cards to discard to the Crib.

Three-player game: Each player picks a color and places 2 pegs in the starting positions of 3 separate tracks. The dealer deals 5 cards to each player and one card to the Crib. Each player must then choose one card to discard to the Crib.

Four-player game: Opposite players are partners, and peg the same track. Each player picks a color and places 2 pegs in the starting positions on their tracks. The dealer deals 5 cards to each player. Each player must then choose one card to discard to the Crib.

The Crib

All cards discarded to the Crib are placed facedown together near the dealer. The Crib belongs to the dealer and is not used until the hand has been played. The remaining card deck is placed facedown next to the board.

The Starter

The player to the left of the dealer cuts the the remaining cards (removes part of the deck). The dealer turns up the top card of the lower portion and places it faceup on top of the whole deck. This faceup card is the Starter, and is not used while the hand is played. If the Starter is a Jack (called His Nobs), the dealer immediately scores 2 points (moves his or her peg ahead 2 holes on the track). This must be done before the dealer plays a card, or the 2 points cannot be scored.

Point Values of Cards

All face cards are worth 10 points; all other cards are worth their face values. Aces are worth 1 point.

HOW TO PLAY

The player to the left of the dealer plays a card by placing it in front of him or her and announcing its point value. Play continues clockwise, the next player playing a card and announcing the value of his or her card *plus the value of the previous player's card*. As each player plays a card, he or she announces the running total. The running total must never go over 31 points. If a player cannot play a card without going over 31, he or she says, "Go," instead of playing a card. The next player plays a card, if possible, or says, "Go," and so on, until a total of 31 is reached, then the count starts at zero again until all possible cards are played.

Scoring During Play

Keep score by jumping the pegs over one another the number of holes (points) you scored.

Scoring fifteens, pairs, triplets, fours and runs: A player scores points and pegs holes for reaching 15, and playing the last card in a pair, 3 of a kind, 4 of a kind. A player also scores for playing the last card in a run (3 or more cards in numerical sequence).

NOTE: A run does not necessarily have to be in order: for example, a run can be 7, 8, 9 or 8, 7, 9. Ace is always low.

- If the cards reach the count of 15, that player scores two points.
- Any player who completes a pair scores 2 points.
- Any player who completes 3 of a kind scores 6 points.
- Any player who completes 4 of a kind scores 12 points.
- Any player who completes a run scores one point for each card in the run.

Any player who reaches exactly 31 points scores 2 points. If no player reaches 31, the player closest to 31 scores 1 point. The last card played scores one point, unless it reaches exactly 31; then it scores 2 points. All cards *must* be played. Any player with leftover cards after the hand is completed must play them and score for them, if possible.

Scoring of Hands

Now each player in turn, starting with the player to the left of the dealer, scores points for his or her hand, *including the Starter card*. The dealer does this last, first scoring his or her hand including the Starter, then scoring the Crib in the same manner, again including the Starter.

Each player, in turn, makes as many scoring combinations as possible:

- Combinations of cards that add up to 15 score two points for each combination (i.e., any face card plus 5).
- Pairs are scored as they are during play.
- Runs are pegged as they are during play, with extra points for double, triple and quadruple runs.

Double, triple and quadruple runs: If a run includes a pair, it counts a double run, plus a pair. For example, a double run of four (5,6,7,8,8) scores 10: 8 for the double run (4 points for 5,6,7,8 and another 4 points for 5,6,7, second 8) plus 2 for the pair of 8's. By the same rule, a triple run, such as 4,4,4,5,6, scores 3 runs of three and 3 pairs, for a total score of 15; a quadruple run, such as 6,6,7,7,8, scores 4 runs of three plus 2 pairs, for a total score of 16.

- A flush (4 cards of the same suit) scores 4 points.
- Five cards of the same suit scores 5 points.
- A Jack of the same suit as the Starter scores one point.

HOW TO WIN

The first player or team to travel along their path plus one extra point (121 points) wins the game!

Chess Instructions

For 2 Players / AGES 9+

CONTENTS

Wood Gameboard (the same board is used for Checkers), 32 Chess Pieces

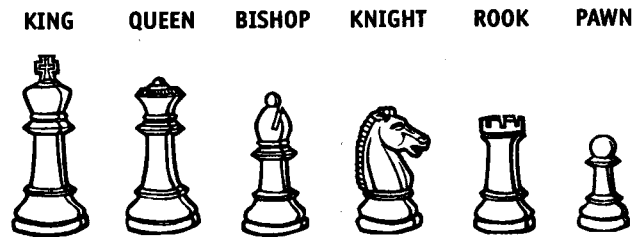
OBJECT

Force your opponent into Checkmate, by forcing his or her King into a position where it cannot move without being captured.

GAME SETUP

Chessboard terms: The vertical columns running from one player to the other are called *files*. The horizontal rows are called *ranks*. Diagonal lines are called *diagonals*.

Playing pieces: The playing pieces are as shown below:



Sit at the chessboard so that the light-colored square is at the bottom right corner for each player. Set up the silver-toned playing pieces on the first rank from left to right as follows: Rook, Knight, Bishop, Queen, King, Bishop, Knight, and Rook. Then set up all of the silver-toned Pawns on the second rank, directly in front of the first-rank pieces. Then the opponent sets up the gold-toned playing pieces the same way on his or her side, except *the King and Queen are reversed* so that the gold-toned Queen starts on a dark square.

HOW TO PLAY

The silver-toned pieces always play first. On your turn, move one of your playing pieces according to the movement rules. Your turn is then over. Play continues as players alternate turns.

How Each Piece Moves

Only one playing piece may be moved on a turn, except when castling (see CASTLING). Except for the Knight, all playing pieces must move in a straight path. Playing pieces can move as follows:

The King may move one square in any direction, but never to a square that is attacked by an opponent's playing piece (a square to which an opponent's playing piece can move).

The Queen can move as far as you wish, in any unblocked direction (horizontally, vertically or diagonally).

The Bishop may move as far as you wish in any unblocked diagonal direction. The Bishop must remain on the same color square as it started the game on.

The Knight is the only piece that can move in two different directions, and can jump over another piece. The Knight can move one square forward or backward, then 2 squares left or

right; or it can move 2 squares forward or backward, then one square to the left or right. The Knight's move looks like an "L", and always lands the Knight on a square of the opposite color from which it started.

The Rook may move as far as you wish any unblocked horizontal or vertical direction.

A Pawn must move straight ahead, one square at a time. There are two exceptions to this rule: 1) the first time a pawn moves, it may move forward one *or two* squares; and 2) to capture a piece, a pawn must move one square *diagonally* ahead. Pawns can also capture in a special way, called en passant. See CAPTURING A PIECE, below.

Once a pawn reaches the last rank on the opposite side of the board, it may be converted into any other playing piece except a King. Once converted, it takes on the movement capabilities of that piece. There is no limit to the number of pawns that can be converted during a game.

Capturing a Piece

Any time a playing piece ends its move on an opponent's playing piece, it captures that piece.

Capturing en passant: In this special rule, a pawn can be captured after taking a double-square move. If the pawn lands on a square with an opposing pawn adjacent to it, the opposing pawn may, on its next turn, move onto the square passed over by the first pawn, to capture it. If the opposing pawn does not take advantage of the en passant rule on its next turn, the first is safe from any future en passant capture.

Castling

This is a special move that allows both the King and the Rook to move on your same turn. It helps the Rook protect the King when it might otherwise be stuck behind a wall of pawns.

Castling can only be done when:

- Neither the King nor the Rook has moved from its starting position;
- There is a clear path between the King and the Rook;
- The King cannot possibly be captured on its original square, the square it moves through, or the square on which it ends its move.

To castle, move the King 2 squares toward the Rook you are castling with. Then move that Rook to the square through which the King passed. After castling, the King and Rook occupy adjoining squares.

HOW TO WIN

To win the game, you must trap your opponent's King so that it cannot escape. But if the King is attacked ("checked") and threatened with capture, it must get out of check immediately. If there is no way to get out of check, the position is a checkmate, and the side that is checkmated loses.

You may not move into check—for example, move into a direct line with your opponent’s Rook if there are no other pieces between the Rook and your King. Otherwise, the Rook could “capture” the King, which is not allowed.

If you are in check, there are three ways of getting out:

1. Capturing the attacking piece.

2. Placing one of your own pieces between the attacker of your King (unless the attacker is a Knight).
3. Moving the King away from the attack.

If a checked player can do none of these, he or she simply concedes the game by saying, “Checkmate.” If a King is not in check, but that player can make no legal move, the position is called stalemate and the game is scored as a draw, or tie.

Checkers Instructions

For 2 Players / AGES 6+

CONTENTS

Wood Gameboard (the same board is used for Chess),
24 Playing Pieces

OBJECT

Remove all of your opponent’s checkers from the gameboard by capturing them.

GAME SETUP

Take 12 checkers of the same color and place them on all of the dark squares of the first three rows in front of you. Your opponent does the same.

HOW TO PLAY

Choose a player to go first. On your turn, move any one of your checkers by the movement rules described below. After you move one checker, your turn is over. The game continues with players alternating turns.

Movement Rules

- Always move your checker diagonally *forward*, toward your opponent’s side of the gameboard. *Note:* After a checker becomes a “King,” it can move diagonally forward *or* backward.

- Move your checker one space diagonally, to an open adjacent square; *or jump* an opponent’s checker diagonally to the next open square adjacent to the checker you jumped. When you jump over an opponent’s checker, you *capture* it (see *Capturing an Opponent’s Checker*). During the same move, you may continue to capture with this checker by jumping more of your opponent’s checkers if possible.
- If all squares adjacent to your checker are occupied (unless occupied by an opponent’s checker that can be captured), your checker is *blocked* and cannot move.

Capturing an Opponent’s Checker

If you jump an opponent’s checker, you capture it. Remove it from the gameboard and place it in front of you.

Becoming a “King”

As soon as one of your checkers reaches the first row on your opponent’s side of the gameboard, it becomes a King. Place another checker of the same color on top of it. Now this double-decker checker can move forward *or* backward on the gameboard.

HOW TO WIN

The first player to capture all opposing checkers from the gameboard wins the game!

Dominoes Instructions

For 2 to 4 Players / AGES 8+

CONTENTS

28 Dominoes

SETUP

Turn all of the dominoes facedown and mix them up. Each player draws five dominoes and stands them so that the dots are hidden from the other players. The remaining dominoes become the draw pile ("boneyard").

OBJECT

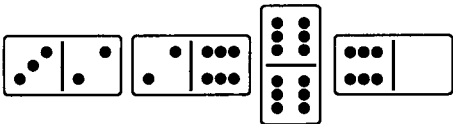
To win a round, be the first player to play all your dominoes. To win the game, be the first to score 100 points.

The first player to score 100 or more points wins the game. For a short game, play to a total of 50 points.

HOW TO PLAY (Basic Rules)

The player who draws the highest double domino (same number of dots on both ends) begins by placing that domino in the center. If no double domino is drawn, all dominoes are returned to the boneyard, mixed and redrawn. The person sitting to the left of the first player takes the next turn. The second player tries to match one of his or her dominoes to one end of the beginning piece. If the second player has no match, he or she must draw from the pile until a match can be made. Only one domino can be played at each turn. Dominoes are placed horizontally, except for doubles, which are placed vertically, as shown.

Every subsequent round is played the same way, beginning with the player who has the highest double domino.



HOW TO WIN

The winner of the round is the first player with no dominoes or the fewest number of dots on any remaining dominoes, once all dominoes have been drawn and no more can be played. Rounds continue until a player scores 100 points and wins the game.

Scoring is as follows: The winner subtracts the number of points in his or her remaining dominoes from the total of his or her opponents' points.

The difference is the winner's score for the round. For example: Player A, the winner, has 3 remaining dots. Player B has 9 remaining dots and Player C has 21 remaining dots.

$B (9) + C (21) - A (3) = 27$ points.

GAME VARIATIONS

Bergen

For 2 or More Players

OBJECT

Make the dots on both ends of the line of dominoes equal and be the first to play all of your dominoes.

HOW TO PLAY

Each player draws 6 tiles. The tiles not drawn are pushed to one side to make up the boneyard. The player with the highest double places it in the center and scores 2 points. The player to the left of the first player takes the next turn. The line can be played in two different directions, left or right. When you can't make a match, you must draw from the pile until you get a domino you can play. If the open end of the domino you play has the same number of points as the domino on the other end, you get two points. If one of the dominoes at the end of the line is a double, you get three points.

The first player to play their last piece calls "Bergen." This is worth one point. If the game is blocked, so that no one can play any remaining dominoes, then each player counts the points remaining in his or her hand. The lowest hand wins one point, provided that it does not contain a double. Any hand containing a double receives zero points. If all hands contain doubles, count all the points except for the doubles. The hand with the lowest number of points wins one point.

HOW TO WIN

Be the first to score 15 points.

Bingo

For 1 Player

SETUP

Turn all dominoes facedown and mix. Arrange them side by side in one long row. Then turn them all faceup without altering their position.

OBJECT

Remove all of the dominoes.

HOW TO PLAY

Start from the left end of the row and count the dominoes aloud from 0 to 12. If the dots on the domino you touch equals the number you speak, you can remove it from the line.

When you get to twelve, start counting from 0 again. When you reach the end of the line, close up all the gaps and continue counting from left to right.

HOW TO WIN

Remove all of the dominoes.

Four Hand Texas

For 4 Players

SETUP

Place all the dominoes facedown and mix them up. Each player takes seven dominoes and sets them on edge so that the owner can see their values, but the other players cannot see them. Players sit opposite their partners.

OBJECT

Be the first to score 250 points.

HOW TO PLAY

The 5-5 and the 6-4 dominoes are worth 10 points. The 5-0, 3-2 and the 4-1 are each worth 5 points. Each round counts as a point. There are 42 possible points available per round.

Bidding is to the left of the starting player, who is the dealer. The dealer bids last. The double of the trump is highest. For example, if 3s are trump, then 3-3 is the highest, then come 6-3, 5-3, etc. Doubles may also be a bid. When made trump, the highest double takes the trick. No trumps may also be bid.

Each bidder bids the value of his or her hand. The other players may choose to raise or pass. 30 is the lowest bid that can be made to start. When a player bids a limit bid, 42 points, each of the other players may continue the bid by doubling. So the next bidder must bid 84 or pass. The third player must bid 168 or pass, etc. Bidding continues until one player scores the bid after all others have passed. Trumps are not named until after bidding has been completed. You must follow suit. If you cannot follow suit, you can either trump or discard. The bidder has the first lead. Each side scores the number of points actually taken unless the bidder fails to make their bid. Then the side not bidding counts its own score plus the amount bid. When limit bids of 42 have been made, the winner counts the amount of his or her bid. If a limit bidder loses their bid, their opponents add the amount of the bid to their score.

In playing no trump, the highest spot of the piece becomes the trump for that particular trick. Other players must follow that trump or discard. In no trump, the double is always the highest.

HOW TO WIN

The winner is the first to score 250 points. If the game is close when both sides go out, the bidder is always the winner, even if his or her points over 250 are less than the opposition's.

Poker

For 4 Players

SETUP

Remove all blanks and 1-1 pieces and use 20 dominoes for this

game. Turn all remaining dominoes facedown and mix them up. Each player gets 5 dominoes.

OBJECT

Win the hand by having a better hand than your opponents.

HOW TO PLAY

This game is played just like Poker except that the hands rank in the following order:

- One pair is any 2 doubles.
- Flush is any five of a suit such as 6-1, 6-2, 6-3, 6-5, and 6-6.
- Threes are any 3 doubles.
- Four straight is a sequence of fours such as 4-6, 4-5, 4-4, and 4-3.
- A full hand is three doubles and two of any suit, such as 6-6, 3-3, 2-2, 2-4, and 2-1.
- A five straight is a sequence of five such as 3-1, 3-2, 3-3, 3-4, and 3-5.
- Fours are any 4 doubles.
- Six straight is a sequence or rotation of sixes.
- A royal is 5 doubles.

When none of the hands described above are out, the best hand is determined by the rank of the highest piece.

HOW TO WIN

Have a better hand than any of your opponents.

Block

For 2 or More Players

SETUP

Mix the dominoes facedown. Each player draws 7 pieces.

OBJECT

Win a round by being the first player to play all of your dominoes. Be the first to score 100 points to win the game.

HOW TO PLAY

Each player tries to match the dots on one end of a tile from his or her hand with the dots on an open end of any tile in the layout. If a player is unable to match a tile from his/her hand with a tile in the layout, the player passes his/her turn to the player on his/her left. Each player may play only one tile per turn.

The first player to get rid of all dominoes announces "Domino!" and wins the game. If none of the players can make a play, the game ends in a block. If a game ends in a block, all the players turn the tiles in their hands faceup, count the dots on each tile, and add them together. The player with the lowest total wins the game and earns the points (1 point per dot) of all the tiles left remaining in his/her opponents' hands.

HOW TO WIN

The player who first reaches 100 points or more is the overall winner.

Card Game Instructions

For 2 or More Players / AGES 8+

Rummy

For 2-6 Players

BASIC RUMMY

Rummy games first appeared in the early twentieth century, and are probably derived from the Mexican game Conquian. These rules describe basic rummy. The game is best played with two to four players, but up to six can take part. Either a fixed number of deals are played, or the game is played to a target score. The number of deals or the target score needs to be agreed before beginning to play.

THE DECK

The standard deck of 52 cards is used. Cards in each suit rank, from low to high: **Ace 2 3 4 5 6 7 8 9 10 Jack Queen King**

THE DEAL

The first dealer is chosen randomly, and the turn to deal alternates if there are two players, and rotates clockwise if there are more than two. In a two player game, each player is dealt a hand of ten cards. Seven cards each are dealt if there are three or four players, and when five or six play each player gets six cards. The cards are dealt one at a time, and after the deal, the next card is placed faceup on the table to start the discard pile, and the remainder of the deck is placed facedown beside it to form the **stock**. The players look at and sort their cards.

OBJECT OF THE GAME

The object of the game is to dispose of all the cards in your hand. There are three ways to get rid of cards: melding, laying off, and discarding.

- **Melding** is taking a combination of cards from your hand, and placing it faceup in front of you on the table, where it stays. There are two kinds of combination which can be melded: sequences (also known as runs) and groups (also known as sets or books).
- A **sequence** or **run** consists of three or more cards of the same suit in consecutive order, such as 4♣, 5♣, 6♣ or 8♥, 9♥, 10♥, J♥.
- A **group, set** or **book** is three or four cards of the same rank, such as 7♦, 7♥, 7♠.
- **Laying off** is adding a card or cards from your hand to a meld already on the table. The cards added to a meld must make another valid meld. For example to the 4♣, 5♣, 6♣ you could add the 3♣ or the 7♣. You are not permitted to rearrange the melds in the process. For example, 2♣, 2♠, 2♦, 2♣ and 3♣, 4♣, 5♣ have been melded, you are not permitted to move the 2♣ from the group to the sequence, so as to lay off the A♣.
- **Discarding** is playing a card from your hand on top of the discard pile. You get rid of one card this way at the end of each turn.

PLAY

If there are two players, they take alternate turns starting with the non dealer. If there are more than two players, they take turns in clockwise rotation, beginning with the player to dealer's left.

Each turn consists of the following parts:

1. **The Draw.** You *must* begin by taking one card from either the top of the Stock pile or the top card on the discard pile, and adding it to your hand. The discard pile is faceup, so you can see in advance what you are getting. The stock is facedown, so if you choose to draw from the stock you do not see the card until after you have committed yourself to take it. If you draw from the stock, you add the card to your hand without showing it to the other players.
2. **Melding.** If you have a valid group or sequence in your hand, you may lay one such combination faceup on the table in front of you. You cannot meld more than one combination in a turn. Melding is *optional*; you are not obliged to meld just because you can.
3. **Laying off.** This is also *optional*. If you wish, you may add cards to groups or sequences previously melded by yourself or others. There is no limit to the number of cards a player may lay off in one turn.
4. **The Discard.** At the end of your turn, one card *must* be discarded from your hand and placed on top of the discard pile faceup. If you began your turn by picking up the top card of the discard pile you are not allowed to end that turn by discarding the same card, leaving the pile unchanged — you must discard a different card. You may however pick up the discard on one turn and discard that same card at a later turn. If you draw a card from the stock, it can be discarded on the same turn if you wish.

If the stock pile has run out and the next player does not want to take the discard, the discard pile is turned over, without shuffling, to form a new stock, and play continues.

A player wins an individual hand by either melding, laying off, or discarding all of his or her cards. Getting rid of your last card in one of these ways is called *going out*. As soon as someone goes out, play ceases. There can be no further melding or laying off, even if the other players have valid combinations in their hands.

SCORING

When a player goes out, the other players add up the value of all the cards still remaining in their hands, as follows:

Face cards (K,Q,J)10 points each
Ace1 point
Number Cards	are worth their spot (index) value.

The total value of all the cards in the hands of the other players is added to the winner's cumulative score.

HOW TO WIN

The game continues with further deals until a player reaches the points target that was decided before the game began, or until the agreed number of deals has been played. The player with the highest point total wins the game.

Hearts

For 3-6 Players

CARDS

The standard deck of 52 cards is used. With other than four players strip low ranking cards to make the deal even. Six players: 2♦, 3♦, 2♣, 2♠. Five players: 2♦ and 2♣. Three players: 2♦. The cards in each suit rank: **A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2**. Each heart is worth one point. The Q♠ counts for 13 points.

DEAL

The entire pack is dealt to each player one card at a time beginning with the eldest hand.

PLAY

The eldest hand makes the opening lead. Each of the following players must play in suit if they can. If they cannot they may play any card in their hand. The trick is won by the highest card of the suit led. The winner of the trick leads the next trick.

SCORING

The number of hearts taken by each player is counted and added to that player's point total, plus 13 for the Q♠. When a player passes 100, the player with the least number of points wins the game.

Optional Rules

There are many variations to Hearts. You may play with any of the following rules you like:

- **Widowing:** Instead of stripping the deck with players other than four, the excess cards are dealt into a widow which is either taken by the first trick or by the first point trick.
- **Passing:** Before the first lead of a hand or round each player passes three cards to the player on their right (usually the cards that he/she least desires). Each player must pass before looking at the pass he or she is receiving. With five or six players only two cards are passed.
- Players often rule against playing point cards out of suit on the first trick (against that uncommon occurrence that a player is dealt void in a suit).
- Hearts is sometimes played that hearts cannot be lead until hearts have been "broken". Hearts are broken when at least

one heart has been played out of suit on a trick.

- Hearts is sometimes played that no points may be laid on the first trick.
- Hearts is often played that whomever has the 2♣ leads it to begin the hand or the 3♣ is played if the 2♣ is not available (dealt into a widow). Additionally, some players refine this rule by saying that only the player's lowest club may be played on the first trick.
- Some players consider the Q♠ to break hearts as well as any heart when playing with the rule where hearts cannot be lead until hearts have broken. Occasionally, it is further ruled that the Q♠ cannot be played until hearts have "broken".
- Hearts passing rule is often modified so that the players first pass left or right, then the opposite direction, then across. Also, some include a "hold" hand where no passing takes place. For example, if play is going clockwise, 1st hand: pass left, 2nd hand: pass right, 3rd hand: pass across, 4th hand: hold. And so on until the games ends. Note: with six players it becomes more complicated, usually recited: left, right, 2 people to the left, 2 people to the right, across, hold. The result is that eventually you will have passed at least once to all players including yourself (the hold hand).
- Some players simplify the "Passing rule" to alternating left and right passes, leaving out the other passes.
- Hearts is often played with a take-all or slam rule. Referred to as "Shooting the Moon" or "Running Them". To slam in Hearts you must take all hearts and Q♠. If a player is successful in shooting the moon 26 is subtracted from his or her score OR 26 is added to each of the other player's scores. Some also rule that this is at the discretion of the player that shot the moon. Rarely, players will not include the Q♠ as being needed to complete the run of the hearts.

HOW TO WIN

When a player's score passes 100, the player with the least points wins the game.

Crazy Eights

For 2 or More Players

OBJECT OF THE GAME

Crazy Eights is a game for two or more players, in which the object is to get rid of the cards in your hand onto a discard pile by matching the number or suit of the previous discard. There is a huge number of variations of this game, and many alternative names. It is sometimes called **Crates, Switch, Swedish Rummy, Last One** or **Rockaway**.

BASIC GAME

The basic game of Crazy Eights uses the standard 52 card pack. The dealer deals (singly) five cards to each player (seven each if there are only two players). The undealt stock is placed facedown on the table, and the top card of the stock is turned faceup and placed beside the stock to start the discard pile. Starting with the player to dealer's left, and continuing clockwise, each player in turn must either play a legal card faceup on top of the discard pile, or draw a card from the undealt stock. The following plays are legal:

1. If the top card of the discard pile is not an eight, you may play any card which matches the rank or suit of the previous

card (for example, if the top card was the king of hearts you could play any king or any heart).

2. An eight may be played on any card, and the player of the eight must nominate a suit, which must be played next.
3. If an eight is on top of the pile, you may play any card of the suit nominated by the person who played the eight.

HOW TO WIN

The first player who gets rid of all their cards wins, and the other players score penalty points according to the cards they have left in their hands: 50 for an eight, 10 for a picture, and spot cards at face value (one point for an ace, two for a two and so on).

Poker Dice Instructions

For 2 or More Players / AGES 8+

CONTENTS

5 Poker Dice

OBJECT

The object is to throw the highest poker hand in either one or two throws as desired.

HOW TO PLAY

The game is played with five poker dice whose sides bear the playing card denominations: Ace, King, Queen, Jack, Ten and Nine; Ace being high. The Ace is also sometimes played wild.

Any number can play and each player throws one die to determine the order of play, highest man going first, next highest second, and so on.

The first player throws all 5 dice. After the first throw, the player may stand pat or may draw (as in draw poker) by throwing one, two or three of the dice again. The object is to secure high poker hands which rank as follows: five of a kind, four of a kind, full house (three of a kind plus a pair), straight (any five cards or numbers in numerical sequence), three of a kind, two pair, one pair.

The extra die or dice not included in one of the above hands do not have any value. If a player throws 4 jacks, for instance, the fifth die does not help to decide the winner in case of ties. Tying players throw off.

HOW TO WIN

The player with the highest ranking hand wins. In the two-handed game the best three hands out of five wins.

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, or phone: 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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