

FOR
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8 TO
ADULT

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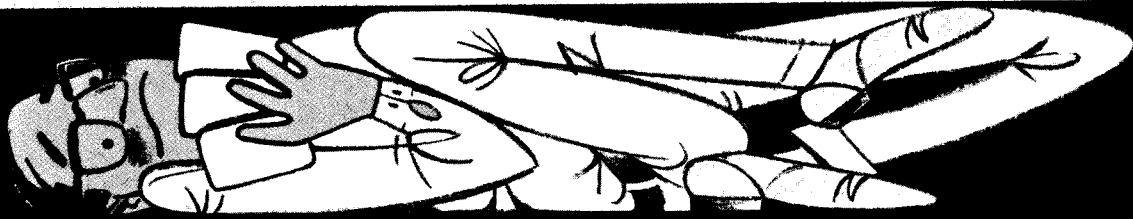
MADE IN U.S.A.



STUMP[®]

Card Game

PUT THE **SQUEEZE** ON
YOUR OPPONENTS



STUMP

for 2, 3 or 4 players as singles
or 2 teams of 2 partners

Play centers around the arrow SLIDES on the unique "Number Ring." Players start with a hand of 5 cards and attempt to get rid of them, one at a time, by laying down cards whose number matches a number showing BETWEEN THE SLIDES on the Ring. The "playing" numbers keep changing as one slide is moved each turn. Players try to "squeeze the gap" between the slides, making it difficult for opponents to reduce their hands. All that is required is a knowledge of numbers. STUMP makes an excellent family card game.

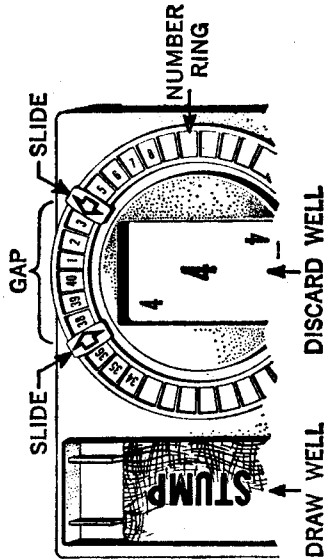


FIG. 1

Three SPECIAL TERMS are used in the game —

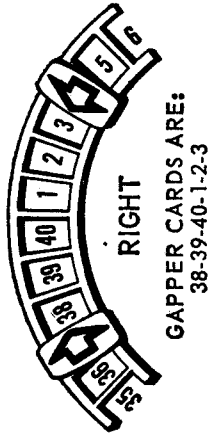
- GAP** — The Ring NUMBERS showing between the POINTS of the arrows of the two slides
- GAPPER** — a CARD whose number lies in the GAP. This card is placed on the table in front of the player.
- DISCARD** — a CARD placed in the center of the tray. The number on the discard determines WHERE a SLIDE is MOVED.

TO SET UP THE GAME — Select a DEALER, who:

1. Places the tray in the center of the table.
1. Shuffles and deals 5 cards, one at a time, face down to each player, the STARTING HAND.
3. Places the remaining cards face down, into the draw well of the tray.
4. Draws the top 2 cards from the draw well, turning them face up in front of him. (If a "wild" card is drawn, return it to the middle of the deck and draw another).
5. Positions the slides on the ring, one OVER each of the numbers on the drawn cards, which are then put into the discard well, face up.

The POINTS of the ARROWS should make the most NARROW GAP possible with those two numbers.

GAP SETTING FOR CARDS 37 AND 4.



GAPPER CARDS ARE:
38-39-40-1-2-3

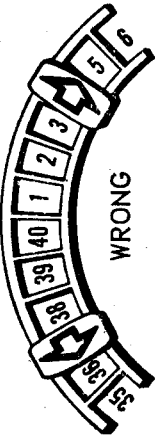


FIG. 2

THE OBJECT of the GAME is to be the first player to get rid of all his cards, by playing GAPPERS.

RULES

for 2, 3 or 4 players as SINGLES

1. Turns start to the left of the dealer (going clockwise). Each turn consists of the following parts: DRAW one card and add to hand; Play a GAPPER; DISCARD one card number UP; MOVE ONE SLIDE according to the discard number. These parts of the turn must be played IN SEQUENCE.
2. **PLAYING A GAPPER** — If a player has a card whose number lies in the GAP on the ring, it may be placed on the table in front of him. For example, in figure 2, any card numbered 38 - 39 - 40 - 1 - 2 - 3, could be used for a GAPPER. After completing his turn the player playing a GAPPER will hold ONE LESS CARD in his hand. Only ONE GAPPER may be played in a turn. A player is NOT FORCED to play a GAPPER.
3. **DISCARDING AND MOVING THE SLIDE** — Any card can be used for a discard (even one which could also be used for a GAPPER) EXCEPT a card whose number is underneath a slide. The player moves EITHER slide as he chooses and leaves it OVER the discard number. Normally, he would try to keep the GAP as narrow as possible. A discard number which is OUTSIDE the GAP, serves to OPEN it while a discard whose number is INSIDE the GAP, serves to NARROW it. It may be to a player's advantage to play a possible GAPPER card as a DISCARD so as to make it more difficult for the opponent to his left.

4. The WILD card can be made any NUMBER desired when played as a GAPPER or a DISCARD. When played as a DISCARD the NUMBER desired is announced and a slide moved to cover that number. A wild card CAN-NOT be played as a GAPPER if the GAP is completely closed up so that no number is showing in the GAP.

5. If the draw cards are used up, reshuffle the discard cards to start a new draw pile.

6. When one player has played five GAPPERS and is out of cards at the end of his turn, the round is over and he is the WINNER of the ROUND. NOTE — The slide must be moved to the discard number to start the GAP for the next round.

7. **TO SCORE** — The winner of a round scores five points plus one point each for any cards still held in the opponents' hands at the end of the round. Only the winner of the round scores. For example, at the end of the round Ted won leaving Helen with 2 cards, Debbie holding one card, and Ralph holding 3 cards in his hand. Ted would score 11 points (5 plus 2 plus 1 plus 3).

8. ALL the cards are reshuffled and dealt to start a new round. It is not necessary to reset the GAP as the one left from the previous round is used.

9. The first to score 25 points is the winner.

THE PARTNERSHIP GAME

For 4 players — as two teams of partners

The same basic rules as the "singles" game applies.

1. Partners are chosen. They sit opposite each other with the tray in the center. Partners play as a TEAM UNIT, teams alternating turns. Only one player of a team plays each turn. When it is a team's turn, partners may discuss in general terms as to which one should play. They may not name specific cards they hold but may indicate whether they have a GAPPER or a good DISCARD or the like so as to help decide which one of the team should make the play that turn. When the decision has been made, that player draws a card and proceeds as in the singles game.
2. When one member of a team is out of cards his partner must continue taking the partnership's turn, playing alone.
3. When BOTH members of a team are out of cards, the round ends and that team scores points. They score 10 points for the round, plus one point each for cards which are still held by the opposing team.
4. 50 points wins the game.