

# SUPER RACKO®

For 2 to 4 players

The exciting card game that's great fun for the whole family. Here's the challenge. By cleverly drawing and discarding, try to arrange cards in both sides of your double rack according to color and number. Line up red cards in the red side and blue cards in the blue side of your rack, in any increasing numerical progression, and you'll go "SUPER RACKO!" Wild, Swap and Reverse cards add to the strategy and suspense. If you play your cards right you'll be a winner!

## OBJECT:

Be the first player to line up 8 red cards in the red side and 8 blue cards in the blue side of your double rack, in any combination of increasingly higher cards, from lowest in slot 1 to highest in slot 8.

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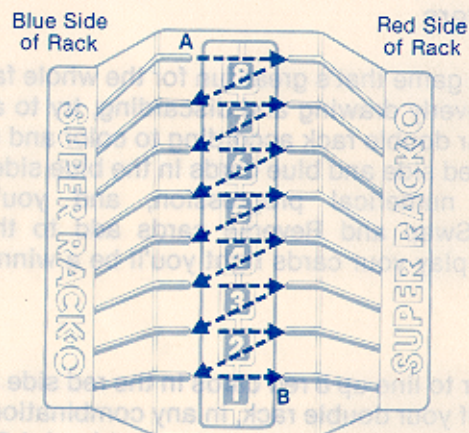
- 2 decks of SUPER RACKO cards (1 blue, 1 red)
- 4 plastic double racks • 1 plastic card tray
- 1 label sheet • 1 instruction booklet

## HOW TO SET UP THE GAME:

1. **LABEL APPLICATION:** attach the slot number labels to the 4 double racks. Just peel off the labels from the sheet and apply them to the recessed area on the top of each rack. The numbers 1 through 8 on the label should be positioned over the numbers 1 through 8 on the recessed area.
2. Each player takes a rack. Position it in front of you with the number 1 closest to you. The numbers correspond with the slots in both sides of the rack. Notice the red side of your rack is on the right and the blue side of your rack is on the left.
3. Place the card tray on a flat surface so it's accessible to all players.

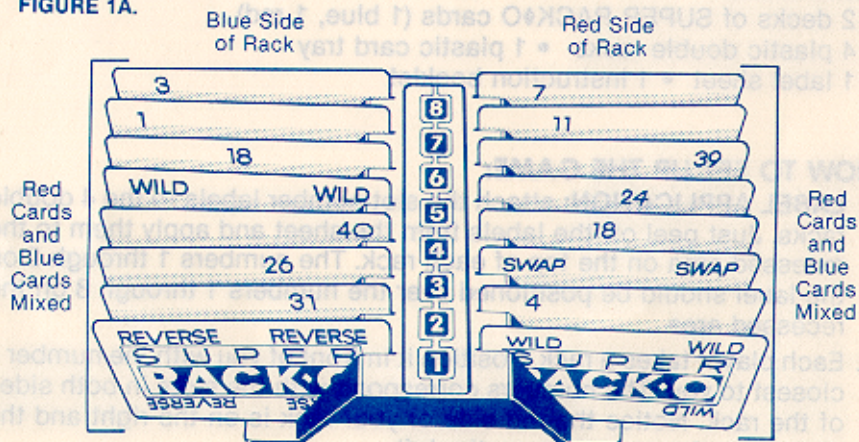
- Choose a player to be the dealer. The dealer shuffles both decks of cards together and deals 16 cards, one at a time facedown, to each player in a clockwise direction. Place the remaining cards, facedown, in one side of the card tray for a draw pile. Turn over the top card of the draw pile and place it, faceup, in the other side of the tray to start the discard pile.
- As each card is dealt to you it must be immediately inserted in a slot in your rack as shown in Figure 1. Starting with the slot at point A, insert cards to fill each row from 8 to 1, left slot first then right slot in a zigzag pattern. Insert the last card dealt to you in the slot at point B. **Please Note:** at the beginning of the game the colors and numbers of the cards in both sides of your rack will be all mixed-up as shown in Figure 1A.

FIGURE 1.



Starting at point A, insert cards in slots as dealt, following the zigzag arrows to point B.

FIGURE 1A.

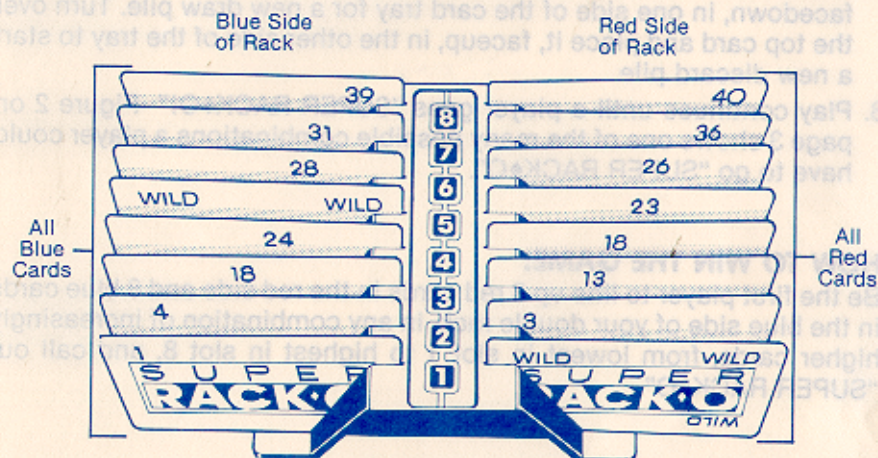


Notice the cards are in no particular order at the beginning of the game.

## HOW TO PLAY THE GAME:

- The player to the left of the dealer goes first. Play then proceeds to the left.
- BASIC TURN:** on your turn, take the top card from either the draw or discard pile. If you take a card from the draw pile, you may exchange it with any card in your rack or discard it. When cards are exchanged, you must insert the new card in the slot from which the old card was taken and place the old card faceup on the discard pile. If you take a card from the discard pile you *must* exchange it with a card in your rack. **Reminder:** you are trying to line up red cards in the red side and blue cards in the blue side of your double rack, in any combination of increasingly higher cards, from lowest in slot 1 to highest in slot 8. Figure 2 shows one of the many possible combinations you could have to go "SUPER RACKO".

FIGURE 2.



- NUMBER CARDS:** there are 40 number cards, numbered from 1 to 40, in the blue deck and the red deck.
- WILD CARDS:** there are 5 wild cards in the blue deck and the red deck. A wild card must be in the side of your rack that matches its color to be legally used. It may be designated to be any *whole* number from 1 to 40, but it cannot be called a fraction. For example, inserting a wild card in a slot between number 16 and 17 and calling it 16½ is not legal. Wild cards may be picked up from the discard pile.
- SWAP CARDS:** there are 10 of these cards, each with the power to force an opponent to switch the cards in the same number row from one color side to the other. To play a swap card on your turn, just draw a card and exchange it with a swap card in your rack. Place the

- swap card faceup on the discard pile and call out any opponent's name and any row number from 1 to 8. Your opponent must switch the two cards in that number row of his or her rack by moving the card in the red side of the rack over to the blue side and vice versa. If you pick up a swap card from the draw pile, you may play it immediately. Swap cards may not be picked up from the discard pile.
- REVERSE CARDS:** there are 8 of these cards, each with the power to reverse a swap card or another reverse card. If an opponent plays a swap card and orders you to swap cards in your rack and you don't want to, you may immediately place a reverse card, faceup, on the discard pile and call out a row number. This reverses your opponent's swap card. Be sure to draw a card from the draw pile and insert it in the empty slot that your reverse card occupied. Now, as a penalty, your opponent must switch the two cards in the number row you just called out. You can reverse a reverse card in the same way. Reverse cards may not be picked up from the discard pile.
- If the draw pile is used up, just shuffle the discard pile and place it, facedown, in one side of the card tray for a new draw pile. Turn over the top card and place it, faceup, in the other side of the tray to start a new discard pile.
- Play continues until a player goes "SUPER RACK♦O!" Figure 2 on page 3 shows one of the many possible combinations a player could have to go "SUPER RACK♦O".

### HOW TO WIN THE GAME:

Be the first player to line up 8 red cards in the red side and 8 blue cards in the blue side of your double rack, in any combination of increasingly higher cards, from lowest in slot 1 to highest in slot 8, and call out "SUPER RACK♦O".

### NEED MORE SUPER RACK♦O CARDS?

If you want an additional set of SUPER RACK♦O cards (1 blue and 1 red deck), please forward your request with a check or money order for \$2.50 per set directly to:

Milton Bradley Company  
443 Shaker Road  
East Longmeadow, MA 01028  
ATTN: Customer Service

Allow 2 to 4 weeks for delivery.