

DOUG™



Quailman™

Quailman™ to the Rescue Card Game

2 Games in One

2 to 6 players/ Ages 6 and up

CONTENTS

60 Cards—36 Character Cards: Doug™ (all 1's, in six colors), Porkchop™ (all 2's), Skeeter (3's), Patti Mayonnaise™ (4's), Judy (5's), Mr. Dink (6's)

24 Special Cards: 6 Stinky™ the Cat, 8 Roger, 6 Quailman™, 4 Quaildog™

Game #1: DOUG'S CIRCLE OF FRIENDS

OBJECT

You are trying to be the first player to collect one of each number (1 through 6) in the same color.

SETUP

Shuffle all 60 cards. Deal six face down to each player. Put the remaining cards face down to form the draw pile.

GAME PLAY

Every player must collect a different color, so first, determine which color you'll collect:

- **Lay Down a Card:**

Starting with the player to the dealer's left and going around the table in order, each player lays down his/her lowest number Character card. If another player lays down a lower number card of that same color, that player gets to play that color. The player with the higher number immediately picks up that card from the table and immediately plays another low-numbered card in a different color—if he/she has one.

- **What to do if you haven't got a low enough number to determine a color:**

If you have nothing but Special cards or Character cards with higher numbers than what's already been laid down by others, everyone—including you—starts to play the game. When it's your turn, play according to the rules that follow. This means if you have fewer than six cards you may Draw, or if you have any useful Special cards you may Look, Look and Steal, or use Quailman to raid the discard pile and take one card. Sooner or later, you'll be able to establish your own color! This might take several turns.

To play the game:

1. **DRAW:** Draw as many cards as you need to bring your hand back up to six.
2. **PLAY and/or DISCARD:** On your turn you may play a Special card (see next page) to the discard pile, or you may lay down as many of the cards in the color you are collecting as you have in your hand. (By laying them down, they won't be stolen from your hand by another player!)

If you play a Character card to the table, discard another card face up on the discard pile. If you don't have either a Special card or your own color card to play, discard any other color card.

Notes:

- The discard pile is played “open,” with all discarded cards showing.

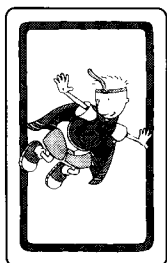


- Accidents happen. If at any point in the game you find you hold more than the allowed six cards, hold out your hand to another player, who will select the extra card(s) (sight unseen) from your hand and bury it (them) in the draw pile.

The Special Cards



Roger—LOOK AND STEAL: Play Roger onto the discard pile, then LOOK at any other player's hand and STEAL any card you want from it!

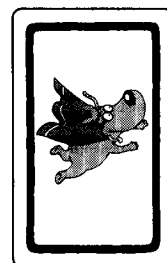


Quailman™: A super hero card! Quailman does either one of two things:

- He protects you from Roger! If Roger is played on you anytime, play Quailman on him so Roger can't look and steal from you.
- Quailman lets you take any numbered card from the face-up discard pile on your turn. This is the only time you may take a card from the discard pile!



Stinky™—LOOK: Peek at any player's hand—but don't take a card.



Quaildog™: If Stinky is played on you anytime, Quaildog chases him away! You're safe, and no one can look at your hand.

WINNING

The first player who collects one of each number—1 through 6—in the same color wins. You've brought together Doug's Circle of Friends!

Game #2: DODGE ROGER

OBJECT

To collect the most cards by the end of the game.

SETUP

- Shuffle the entire deck and deal five cards face down to each player.
- Deal five more cards face up to the center, where everyone can see them.
- Put the rest of the cards aside.

GAME PLAY

The player to the left of the dealer goes first, and play passes to the left.

On your turn:

- Look at your hand. Do you have a card that matches one of the face up cards in the center? Match the picture NOT the color. If you do, show the other players, take the face up card, and put your match face down in front of you. Note: During the first round, there may be more than one of the same Character card in the center: If you have the match in your hand, you may pick up all of them!
- But if you don't have a match, pick any one card from your hand and play it face up in the center, adding it to the others.
- Play continues until each player has played all five cards from his/her hand.

But you're not done yet!

- The player to the left of the original dealer now deals five new cards face down to each player. Leave the center cards right where they are.
- When there aren't enough cards left to deal them all out equally to each player, deal out an equal number to each and put any leftovers face up in the center.
- Play continues until all the cards in the players' hands have been played.

Note: You only deal to the center 1) at the beginning of the game (five cards); 2) if you've paired up all the center cards and there are none left on the table; and 3) at the very end, when you have leftovers.

WINNING

Count up your matches in front of you. The player with the most matches wins.

VARIATION FOR A DODGIER CHALLENGE

Try to collect only Good Guys—and “dodge” Roger and Stinky. When you've collected all the cards, you get 1 point for every Good Guy match—but you lose 1 point for every Bad Guy match. The player with the most points wins!

We will be happy to hear your questions or comments
about this game. Write to: Consumer Relations,
Parker Brothers, P.O. Box 1012, Beverly, MA 01915.



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