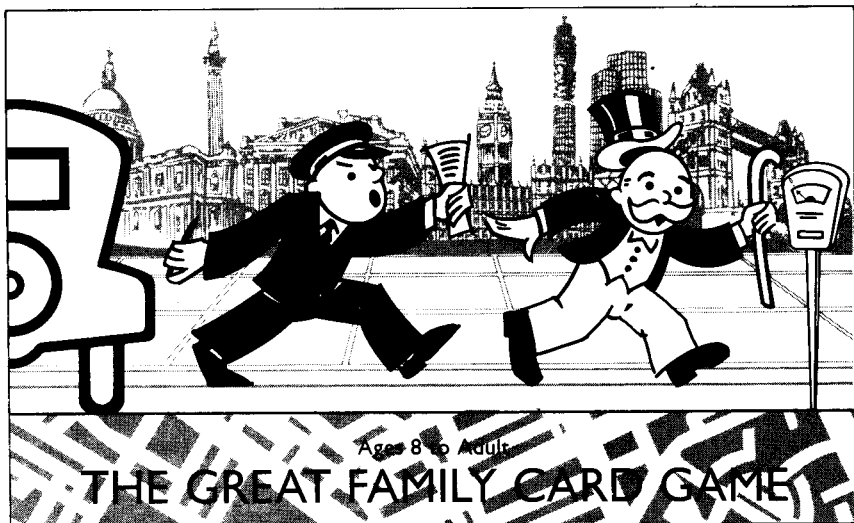


RULES FREE PARKING®



Contents

- 90 Playing Cards incorporating: 38 Feed The Meter Cards, 36 Point Cards, 16 Special Parking Cards, ● 36 Second Chance Cards, ● 4 Parking Meters and Bases, ● Card Dispenser.

Object of the Game

To be the first player to accumulate 200 points.

For 2-4 Players / Ages 8 to adult.

SETTING UP THE GAME

1. Insert the parking meters into the plastic bases. Give one to each player, and set all meters at '0'.
2. Shuffle the Second Chance cards and place them face down on the table near the dispenser.
3. Shuffle the playing cards and deal five face down to each player. Place the remaining cards face down in the card dispenser, this is the draw pile.

GAME PLAY

1. The person to the left of the dealer goes first.
2. On each turn you may ::

- A) Draw a card from the dispenser. B) Play ONE card from your hand. C) Draw a Second Chance card if you choose to.
OR
D) Exchange three cards in your hand for new cards from the draw pile.
E) Draw a Second Chance card if you choose to.

Further details as follows:

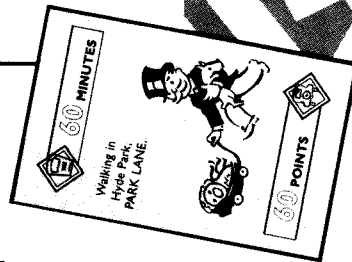
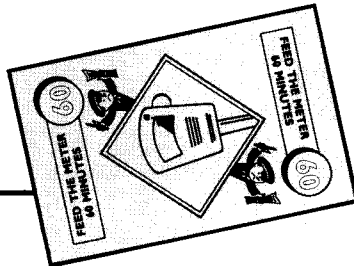
- A) Draw a card from the dispenser. You must always have six cards in your hand at this stage.
B) Play ONE card from your hand which may be any of the following:-

1. FEED THE METER CARDS

These cards add time to your meter. On your first turn, play a Feed The Meter Card if you have one in your hand. Place it in the discard side of the dispenser and move your meter from '0' to the number of minutes stated on the card.

2. POINT CARDS

Play these cards when you have enough time on your meter to run that particular errand. For example if you have 30 minutes on your meter, you can then spend 20 minutes buying pyjamas which will earn you 20 points. Reduce the time on your meter to 10 minutes.



3. SPECIAL PARKING CARDS

On your turn you may play a **Free Parking** or **Time Expires** card. **Warden Jones** and **Talk Your Way Out Of It** cards may be played at any time.

Free Parking Cards (4 in the pack)

On your turn, place this card face up in front of you. It remains there until your next turn when it must be discarded. During that round you are protected from the **Warden Jones** card or if **Warden Jones** appears on a **Second Chance** card.

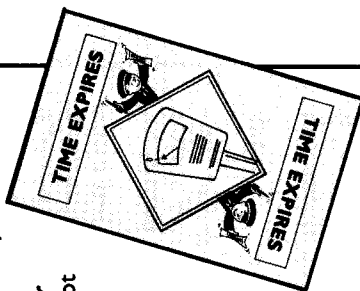
On your next turn, this card allows you to play any Point card, regardless of value, even if you have no time on your meter. If you have time on your meter, it is not affected.

You are not immune from **Time Expires** cards, **Talk Your Way Out Of It** cards or **Second Chance** cards that do not feature the **Warden Jones**.

Time Expires (4 in the pack)

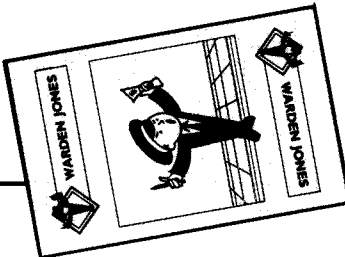
On your turn, play this card on any opponent, who must then immediately put his meter back to '0'.

Use this card once then discard. This constitutes your main turn, but you may still draw a **Second Chance** card if you wish to.



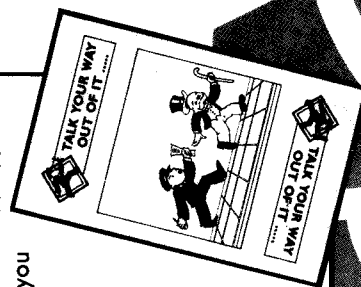
Warden Jones (4 in a pack)

Play this card against any opponent whose meter is on 0, in 'Penalty'. That player must then choose one of his already played Point cards from the table in front of him, and discard it into the discard tray. You may play this card at any time, even when it's not your turn. Once you've used it, discard it. If you played it out of turn, you still take your turn when it comes up. If you play it on your turn, you then take your normal turn.



Talk Your Way Out Of It (4 in a pack)

This card cancels any action against you, including any **Second Chance** card you or another player draws. Use this card at any time, even when it's not your turn. But once you've used it, you must discard it.



C) Draw a **Second Chance** card if you choose to.

SECOND CHANCE CARDS

You may elect to pick a **Second Chance** card - or not. They may be risky, but they add excitement to the game since they may help - or hurt - you or your opponents. But once you've picked up a **Second Chance** card, you must do what it says. Here's further explanation of some of the instructions:-



If you are instructed to take a Point card from another player, that player picks up his Point cards from the table, turns them over face down, fans them towards you, and you pick a card at random. He then returns the remaining Point cards face up on the table. You do not move your meter down.

If you are instructed to give an opponent one of your Point cards, you select which card to give him from those already face up on the table in front of you. If you have not yet played any Point cards, you get off free.

If a **Second Chance** card says an opponent loses a card, he selects which Point card he'll lose from those on the table in front of him. He puts that card in the discard tray; he does not give it to you.

OR

D) Exchange three cards in your hand for new cards from the draw pile.

E) Draw a **Second Chance** card if you choose to - (as C above).

WINNING

To win, you must be the first player to put down Point cards totalling 200 points.



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Not suitable for children under 36 months - contains small parts.