

Kermit^{the}FrogTM CARD GAME

For 2 to 4 players

A fun, fast-action game with special cards that picture KERMIT THE FROG* performing some mighty entertaining acts. . . everything from flying high on a trapeze to making magic. The cards are numbered 1 to 9 in four color suits which are dealt out into face-down piles in front of each player. Players on their turns try to get rid of their cards by playing them on an opponent's pile or on the piles in the center of the playing area. The first player to get rid of all his or her cards, wins the game. Have fun!

OBJECT:

Be the first player to get rid of all your cards.

CONTENTS:

- 1 score pad of 40 sheets
- 1 deck of 36 cards

HOW TO PLAY THE GAME:

1. There are 36 cards numbered 1 to 9 in four color suits. The numbers and the colors determine if a card is playable (if a player can get rid of it). Shuffle the cards. Deal them all out so each player has a pile of face-down cards in front of him or her. **DO NOT LOOK AT THE CARDS DEALT TO YOU.**

2. HOW TO GET RID OF YOUR CARDS:

The object of the game is to get rid of your cards first. You do this by playing them on your opponent's face-up piles or on the face-up piles in the center of the playing area.

PLAYING ON AN OPPONENT'S FACE-UP PILES. . .you can play a card on an opponent's face-up pile if your card is both the same color and one number **HIGHER OR LOWER** than the top card showing on your opponent's pile.

PLAYING ON THE CENTER PILES. . .you can play on the center piles if your card is both the same color and one number **HIGHER** than the top card showing on one of the center piles.

3. **HOW THE FACE-UP AND CENTER PILES ARE FORMED:**
FACE-UP PILES. . . on each player's FIRST turn, he or she turns over the top card of his or her face-down pile and tries to get rid of it. If the card cannot be gotten rid of, the player places the card face-up (KERMIT THE FROG-Side up) right next to his or her face-down pile to form a separate face-up pile. During the game, players add all other unplayable cards to their face-up piles.

CENTER PILES. . . if any player turns up a Number "1" card of any color, he or she places it in the center playing area so it is accessible to all players. Only Number "1" cards can start off center piles. There will be 4 center piles started and added to during the course of a game.

4. The player to the left of the dealer begins the game. Play continues to the left (clockwise).

5. The starting player turns over the top card of his or her face-down pile. Here's what happens:

A. If the card is a Number "1", he or she places it in the center playing area to start one of the center piles. He or she continues to play by flipping over the next card on the face-down pile and trying to get rid of it. . . if the card is unplayable, it is placed face-up right next to the face-down pile to start a separate face-up pile. The starting player's turn is now over!

B. Or if the card is not a Number "1", the starting player places the card face-up next to the face-down pile to start a separate face-up pile. His or her turn is then over.

6. Each of the other players in turn do the following when possible:

HOW TO COMPLETE A TURN STEP BY STEP:

STEP A. Play the top cards from your face-up piles first, if you can.

STEP B. If the top cards on your face-up piles cannot be played, flip over the top card on your face-down pile and play it, if you can.

STEP C. If the top card on your face-down pile cannot be played, discard it on your face-up pile. . . your turn is over; but if the top card on your face-down pile can be played, your turn continues (go back to Step A.).

7. On each turn, every player tries to get rid of cards from both his or her face-up and face-down piles. **VERY IMPORTANT,** as shown in Rule 6., in the Step-By-Step turn, always get rid of face-up pile cards first. When this is no longer possible, flip over the top card on your face-down pile and try to get rid of it.

8. **HOW DO YOU KNOW WHEN YOUR TURN IS OVER?** You are allowed to continue to play (to turn cards over and try to get rid of them) as long as you are able to place a card on a center pile or on an opponent's face-up pile. But as soon as you turn over an unplayable card from your face-down pile (see Step C., in Rule 6.), your turn is over. Be sure to place the unplayable card face-up on top of your face-up pile.

9. If a card is playable, then you must get rid of it.

10. During the course of play, you might need to play a face-down card and you'll discover that all your cards are in the face-up pile. If this happens, merely turn over your face-up pile to form a new face-down pile.

11. Continue to play, until a player gets rid of all his or her cards from both the face-up and face-down piles.

HOW TO WIN THE GAME:

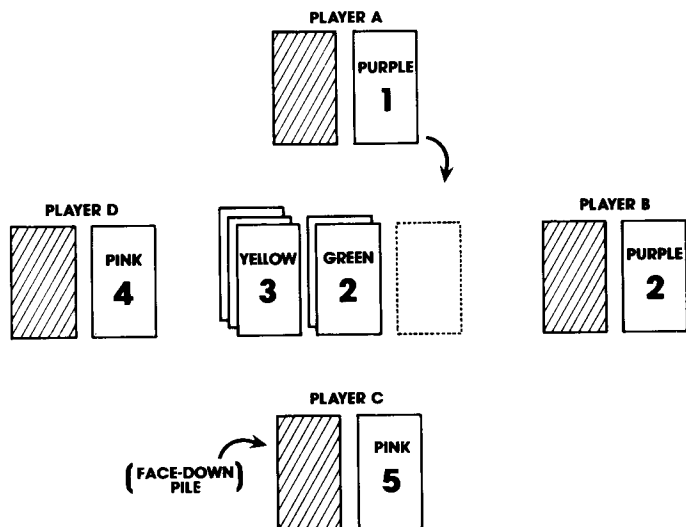
If you are able to play your last card before any other players, you win the game. . . you will have gotten rid of all your cards first!

SCORING:

1. Tear off the score sheet from the scorepad and choose one of the players to keep score. Write each player's name above a column and keep his or her score in the assigned column space.

2. A player's score is the number of points won in a game. Only the winning player is awarded any points. Here's how to score. The winning player is awarded one point for every card still left in his or her opponents' face-up and face-down piles. Write this figure in the winning player's assigned column space. Losing players are awarded a zero. The first player to get 30 points or more wins the game!

HERE IS A GRAPHIC EXAMPLE OF GAME PLAY!



1. Player A must play his or her purple "1" into the center, then continue his or her turn.
2. Player B can play his or her purple "2" on the purple "1" that player A played and continue his or her turn.
3. Player C must play his or her pink "5" on player D's pink "4" and continue his or her turn.
4. Player D will have to turn over his or her top face-down card and continue his or her turn.

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