

4331

THE MUNSTERS CARD GAME
For 2, 3 or 4 Players

Like most typical Americans, the famous TV Munster family - LILY, HERMAN and GRANDPA MUNSTER enjoy playing this game, and they feel sure you will too. It's an easy-to-learn, fast playing card game of action and suspense for the entire family.

EQUIPMENT:

1. 42 cards, divided into three kinds, picturing "Lily", "Herman", and "Grandpa".
2. 8 Plastic MARKERS. Each player uses TWO of a color.
3. Spread the GAME SHEET out on the center of the table. As the game is played, cards are placed on the 4 LARGE YELLOW SPACES having "The Munsters" printed inside. The small numbered spaces (1 to 7) and the 3 "Bonus" picture spaces are used for placing markers during the game.

THE OBJECT OF THE GAME is to place the plastic markers on numbers you hope will total the numbers of the cards played.

RULES FOR FOUR PLAYERS

1. One player, the dealer, shuffles and deals the cards, two at a time, to each player. The two extra cards are not used. Players look at their cards.
2. Each player chooses one card from his hand and places it FACE DOWN over a large yellow space on the game sheet, one card to each space.
3. Starting at the dealer's left and going clockwise, each player places ONE of his two markers on a small number space (1 to 7) OR a BONUS picture space (ALL 0's, ALL 1's, or ALL 2's). After all have placed one marker they continue, in the same order, placing their SECOND Marker on any unoccupied space. ONLY ONE MARKER can be placed on a space. Some spaces will be left without a marker.
4. Now turn all the cards FACE UP. ADD the number value of the cards. The total is the WINNING NUMBER. For example: If the four cards showing are: one "Lily" (0), one "Herman" (1) and two "Grandpa" (2), the WINNING NUMBER is 5. ($0 + 1 + 2 + 2 = 5$)
5. If there is a Marker on the WINNING NUMBER (as 5 in the above example), the player who owns it, wins that round. He picks up the four cards and places them FACE DOWN in a pile in front of him. If there is NO marker on the winning number, NO ONE has won that round, and the 4 cards are Set Aside. The next player who wins in a following round picks up all cards Set Aside at that time. If there are any cards Set Aside when the game ends they are not counted.
6. If all 4 cards on the game sheet are the SAME (ALL 0's, ALL 1's, or ALL 2's), this is a "MUNSTER" Combination. If a player has a marker on a matching picture space, he collects the 4 cards and gets a 10 point BONUS. When collecting the 4 cards, he places one FACE UP in front of him to show that he has earned the 10 point bonus. The other 3 cards are placed FACE DOWN.
7. HERMAN MUNSTER COMBINATION: When four 1's (cards) are played, and there is a marker on BOTH Herman's picture and #4, only the player who owns the marker on the picture Wins that round. However, if there is a marker on #4 ONLY, that player wins the four cards, but NOT the Bonus.

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8. Rounds continue until all cards have been played. Players TAKE TURNS (clockwise) PLACING THE FIRST MARKER. (Rule 3)
9. After all cards have been used, players add their scores, counting ONE POINT for each card and 10 points for each MUNSTER combination. The player with the highest score is the WINNER.

RULES FOR TWO or THREE PLAYERS

All the basic rules apply as in the four game except:

1. For TWO players, each chooses TWO CARDS from his hand to place on the game sheet, only one card to each space, covering the four spaces.
2. When 3 play, each chooses ONE CARD from his hand to place on the game sheet, leaving one large yellow space vacant.
3. In the THREE Player game, since only three cards are on the sheet, DO NOT place markers on the 6 and 7 spaces.
4. In the THREE Player game, The "Herman" MUNSTER combination would be a number 3 WINNING NUMBER as in rule 7 above. A marker on the number 3 ONLY would win the cards, but not the bonus.