

ROCKY AND HIS FRIENDS' GAME

For 2, 3, or 4 young Boys and Girls

A fast moving fun game. The players act as Schoolteachers who are trying to stop Rocky and His Friends from playing Hooky.

THE OBJECT OF THE GAME is to be the first Teacher to fill the eight desks in his or her schoolroom with the missing classmates and start school by RINGING THE BELL.

TO START THE GAME:

1. Each player chooses one of the colored classrooms and sits by it.
2. One card is drawn from the pack and the player whose classroom is that color plays first.
3. The cards are shuffled and placed FACE DOWN in a stock pile on the "Rocky" sign.

TO PLAY

1. Each player in turn draws one card from the top of the stock pile.
2. Classmate Cards:
 - (A) If the card is a Classmate Card that matches the color of the player's Schoolroom, he KEEPS IT and places it on its proper desk.
 - (B) If it is a Classmate Card of any other color he discards it FACE UP on the picture of the School.
3. The Bell: When a player picks up his Rocky Card, he rings the bell and has another turn.
4. Play Hooky Cards:
 - (A) If a Play Hooky Card is drawn that matches the color of the player's Schoolroom, he must take one Classmate Card out of his Schoolroom and place it along with the Play Hooky Card on the discard pile.
 - (B) If the Play Hooky Card is not his color, or he has drawn one of his color when his schoolroom is empty, he puts it on the discard pile.
5. When all of the cards in the stock pile are used, the discard pile is picked up, shuffled, and placed, face down, where the stock pile was, and the game continues.
6. When one player fills his Schoolroom with eight Classmates THE GAME ENDS. HE IS THE WINNER AND RINGS THE BELL TO START SCHOOL AGAIN.

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