

For 2, 3, or 4 players and as partners

RACK-O is one of the few outstanding adult games that can be enjoyed by the whole family. It may be played as REGULAR RACK-O, or for keener competition as BONUS RACK-O.

REGULAR RACK-O

THE OBJECT OF REGULAR RACK-O is to be the first to replace cards in your Rack by drawing cards from the pile, (as in Rummy) so that their numbers read in any numerical progression from LOW to HIGH (see figure 2).

CARDS: RACK-O cards are numbered from 1 to 60. If 4 are playing, use all 60 cards, 3 playing use cards 1 to 50, and 2 playing use cards 1 to 40. (See rule for 2 players.)

RACKS: This game comes with 1 Draw-Discard Tray and 4 Racks for holding player's cards. Each player uses one Rack. The numbers 5, 10, 15, 20, 25, 30, 35, 40, 45, and 50 on each. Racks are used for scoring only.

DEAL: Cut for deal. Low deals first. Dealer shuffles cards and deals out ten to all players. **AS EACH CARD IS DEALT, PLAYER IMMEDIATELY PLACES IT IN A SLOT IN HIS RACK. PLAYER MUST INSERT FIRST CARD IN SLOT #50, SECOND CARD IN SLOT #45, THIRD CARD IN SLOT #40, AND SO ON.** Dealer places remainder of undealt cards into left side of Draw-Discard Tray.

Figure 1 shows a Rack full of cards at the beginning of a Round. Note that the cards are in no particular order.

THE PLAY: The undealt portion of the cards (the Stockpile) is placed face down into tray. The top card is then laid face up beside it in the other compartment of the tray to start the Discard pile. Players take turns beginning to the left of the dealer. A player must take one card, either the top card from the Stockpile, or the top Discard, if he takes the top Discard, he must exchange it for one from his Rack, which he discards, if he takes the top card from the Stockpile, he may exchange that card for one from his Rack, or discard it if he chooses.

WHEN CARDS ARE EXCHANGED, THE PLAYER MUST PLACE THE NEW CARD IN THE SLOT FROM WHICH THE OLD CARD IS TAKEN.

If the Stockpile is used up before any player goes RACK-O, the Discard pile is turned over in the tray, and used as the Stockpile again.

TO WIN A ROUND — A round ends when one player goes RACK-O. In order to go RACK-O a player must have all ten cards in his Rack reading from a LOW card in the #5 slot to a HIGH card in the #50 slot, in any combination of increasingly higher cards. FIGURE 2 shows one of the many combinations a player could have to go RACK-O and win a round.

SCORING: The player who goes RACK-O scores 75 points, 5 for each of the ten cards in his Rack, and 25 points for going RACK-O.

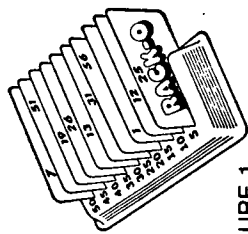


FIGURE 1

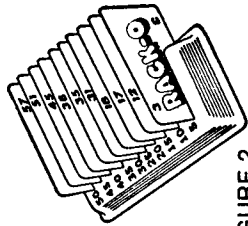


FIGURE 2

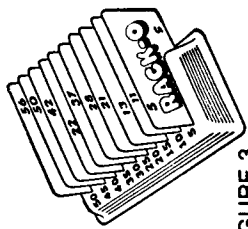


FIGURE 3

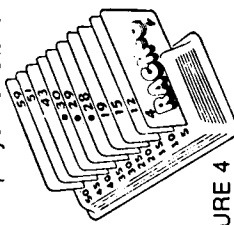


FIGURE 4

The other players score 5 points for the cards in their Rack, in LOW to HIGH combination, **STARTING WITH THE CARD IN #5 SLOT**, and ending where the succession of higher cards has been broken. Figure 3 shows a score of 30 points as card 37 in the #30 slot is followed by card 22 in the #35 slot. No points are scored for the last four cards in the Rack even though they are arranged correctly. (Sometimes a player may score only 5 points in a round, because the card in the #10 slot is lower than the card in the #5 slot; even though the remaining nine cards are in order.) 500 points is a game. The first player to total this amount, **WINS THE GAME.**

Note: When two or more players score more than 500 points, the highest total wins.

REGULAR RACK-O FOR TWO PLAYERS will provide more fun and competition if the following rule is used:

A player may not go "Rack-O" (for a score of 75 points) unless he has a run of at least 3 cards in sequence included in his Rack. Figure 4 shows a run of 3 cards, 28, 29 and 30.)

PARTNERS: Four may play as partners, two against two. The scores of the two partners are added together after each round. The pair scoring 500 points first **WINS THE GAME.**

BONUS RACK-O

THE OBJECT OF BONUS RACK-O is for a player to score 50 to 400 extra "Bonus" points by including a sequence of runs of 3 to 6 cards in his Rack before going RACK-O (see figure 4). All the rules of REGULAR RACK-O are used. This game is more of a challenge as a player must decide to go RACK-O with a score of only 75 or wait to improve his Rack for a Bonus Score. The Bonus is scored only by the Player who RACK-O's, his opponents receiving only 5 points for each of the cards in their Racks in LOW to HIGH combination.

The Bonuses scored for Runs are as follows:

THREE CARD RUN	75 plus a Bonus of 50	125 pts.
FOUR CARD RUN	75 plus a Bonus of 100	175 pts.
FIVE CARD RUN	75 plus a Bonus of 200	275 pts.
SIX (or more) CARD RUN	75 plus a Bonus of 400	475 pts.

NOTE: If the player who RACK-O's has two or more Runs in his Rack, he receives a Bonus for only ONE of them, the longest if there is a difference.

Suggestions: A game may be for any number of rounds, using Chips instead of keeping score. The player who RACK-O's gets 1 Chip from each of his opponents for a Rack with NO Runs in it, 2 Chips for a Rack with a THREE Card Run, 3 Chips for a FOUR Card Run, 5 Chips for a FIVE Card Run, and 9 Chips for a SIX (or more) Card Run. The player having the most Chips at the end of the agreed number of rounds is the Winner.