

## How to Win

The game ends when one player reaches the following score:

NUMBER of PLAYERS	WINNING SCORE
2	500
3	400
4	250

The first player to accumulate the winning score wins the game. If more than one player has passed the winning score, the highest score wins.

## Other Ways To Play

### Classic RACKO

To play classic RACKO, make the following changes to the rules:

In a 2 player game, deal out only cards numbered 1 through 40.

In a 3 player game, deal out only cards numbered 1 through 50.

Ignore all Prime card special powers and rules.

Play every game to 500 points.

### Quick Racko game

For beginners, younger players, or a quicker game try playing only one round with no scoring. The first player to go RACKO wins!

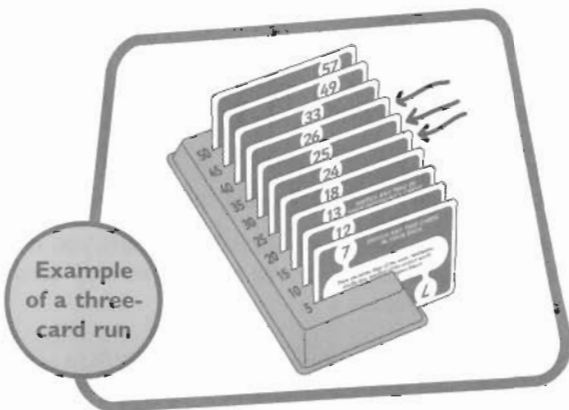
### Bonus RACKO

In addition to gaining 75 points for going RACKO, the player who goes RACKO may get bonus points for every "run" of three or more cards. For example, if you have a 2, 3 and 4 in order in your rack... when you go RACKO, you'll earn the 75 RACKO points - PLUS 50 bonus points. The trick here is... if you go RACKO early on... do you wait to get a run and get some extra points? You could... but then you risk having another player go RACKO first and losing out on the RACKO points and the bonus points. Hmmmm...

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NUMBER of CARDS IN RUN	BONUS POINTS
3	50
4	100
5	200
6 or more	400

If you go RACKO with two or more runs in your rack, you will only get bonus points for one run. Your opponents score as usual.



We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. Box 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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PROOF OF PURCHASE



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For 2 to 4 players / AGES 8+

### OBJECT

Swap out the cards in your rack one by one. In each round, be the first to get them in progression from low to high and go RACKO!

### CONTENTS

Deck of 60 RACKO cards • 4 card racks

### SETUP

- Remove the plastic wrapping from the card deck and discard the waste material.
- Take a card rack and place it in front of you. All players do the same.

### GAMEPLAY

1. Each player draws a card from the deck. The highest number deals.
2. Return all cards to the deck, then shuffle them.
3. Deal 10 cards facedown to each player (including the dealer). As a card is dealt to you, immediately put it in your rack, starting at the back slot and working down to the front slot. DO NOT attempt to organize the cards while placing them in your rack. The cards will likely NOT be in numerical order, which is all part of the fun.
4. Place the remaining cards facedown in the center of the table to form a draw pile, or STACKO.
5. Turn over the top card and place it faceup next to the draw pile, to form the discard pile. See the back of the box for an example of a 4-player setup.

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## On Your Turn

RACKO is played in rounds. Each round ends when a player goes "RACKO" by getting his or her cards into order, from LOWEST (in the front) to HIGHEST (in the back).

- The player to the left of the dealer goes first. The deal passes to the left after every round.
- Take the top card from either the discard pile or the draw pile. You may not take the top card from the discard pile if it is a green Prime card (see PRIME CARDS on page 3).

If you take a card from the discard pile, you must exchange it with one in your rack. Place the card from your rack faceup on the discard pile. If it's a blue card, your turn is over. If it is a green Prime card, follow the card's directions. Then your turn is over.

If you take a card from the draw pile, you may exchange it with one in your rack, or you may choose to discard it by placing it faceup on the discard pile. If it's a blue card, your turn is over. If it is a green Prime card, follow the card's directions. Then your turn is over.

NOTE: If you use up the draw pile, turn over the discard pile and begin a new draw pile.

## Go RACKO!

End a round

As soon as a player gets all 10 cards in numerical progression from lowest to highest, he or she should yell out "RACKO." The round is now over, play stops, and the round is scored (see THE TRACKO on page 4). If no player has reached the winning score, another round begins.

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## The PACKO

the Cards

Any green Prime card has "special powers" on it as well as numbers. Special powers allow you to do additional things like take another turn or switch cards in your deck.

**PRIME CARDS** contain special powers that can be activated **ONLY** when the card is **DISCARDED**.

**PRIME CARDS** cannot be drawn from the discard pile.



A Prime card has one of the following special powers:

**Take another turn:** When you discard this card, you may immediately take another turn by drawing the top card from the DRAW pile.

**Switch any two of your opponent's cards:** When you use this card, pick an opponent and take a card out of his or her rack (do not look at the card). Then switch it with either another card in that player's rack, or another card in another opponent's rack. Keep them facedown or pointed away from you so you don't see what number is on the card.

**Switch one of your cards with an opponent's card:** When you discard this card, you may take one card from your rack and switch it with a card from any opponent's rack. You may not look at your opponent's card until you have made your selection and you may not change your mind once you look at it.

**Switch any two cards in your rack:** After you discard this card, you may switch one card in your rack with another card in your rack.

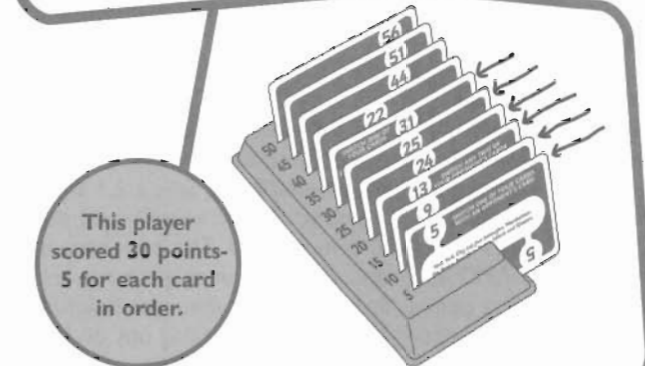
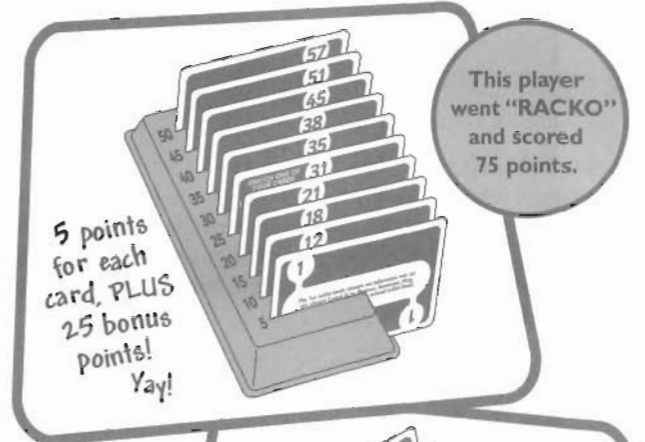
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## The TRACKO

Keeping Score

You'll need a pencil and paper (not included) to keep score. If you're feeling a bit whacko, you can even write TRACKO at the top of the paper and give each player a special Racko name.

The player who goes RACKO automatically scores 75 points: 5 points for each card in the rack, and a 25-point bonus for going RACKO. The other players score 5 points for each card in their rack that is correctly arranged from LOW to HIGH, starting with the first card in the first slot, and ending whenever the succession of higher cards has first been broken.



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