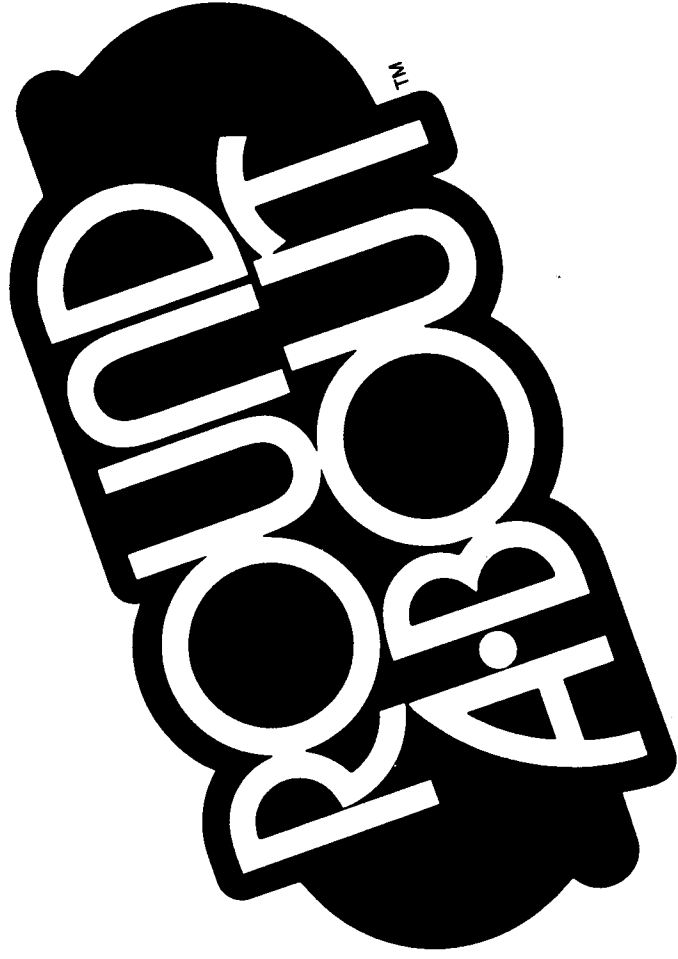




2 to 4 Players

CONTENTS:

- 96 CARDS
- 1 CARD TRAY
- 1 SCORING BOARD
- 64 MARKERS
- 4 RUBBER FEET
- LABEL SHEET

OBJECT

Accumulate the LEAST number of penalty points during the game.

SET-UP

1. Unfold scoring board. Remove and discard the excess cardboard from the edge.
2. Peel the 4 rubber feet off the strip and apply them to the bottom of the scoring board, as shown in Figure 1.
1. Place the board in the center of the table.
3. Apply the labels to the card tray, as shown in Figure 2. Place the tray into the hole in the center of the scoring board. Turn the tray until the pointer is pointing to the "10" scoring space. See Figure 2.

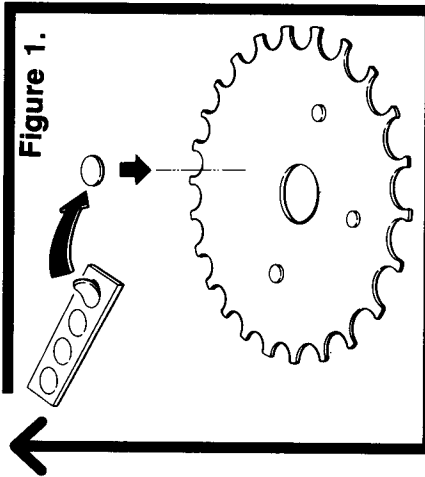
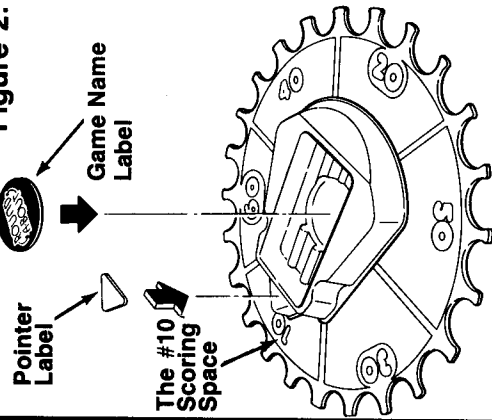


Figure 1.

Figure 2.



The board has 6 scoring spaces. Each scoring space shows the number of points you collect if you cannot play a card on your turn.

A QUICK LOOK AT THE CARDS

THE TWO KINDS OF CARDS ARE:

Number Cards: Most of the cards in the deck have numbers. These numbers will be added together as the cards are played to create a running total.

Special Cards: The green cards are special. These cards do not change the running total.

Arrows on the Cards: The arrows tell you which direction to turn the pointer on the card tray.

Red Arrow: turn the pointer clockwise one scoring space.

Blue Arrow: turn the pointer counterclockwise one scoring space.

Purple or Green Arrows: turn the pointer in either direction one scoring space.

A QUICK LOOK AT THE GAME

The game is played in rounds.

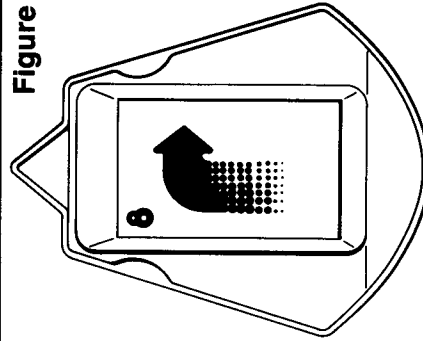
To Play A Round, players take turns playing cards by placing them in the card tray, then turning the card tray one scoring space in the direction the played card points.

The numbers on the played cards are added together for a running total until the number 27 is reached. (The running total can never exceed the number 27.)

If a player cannot play a card on his or her turn without exceeding a total of 27, that player ends the round. The player who ends the round has to collect penalty points.

More rounds are played until one player has accumulated 500 points and the game ends. The player who has the **LEAST** amount of points at that time is the winner.

Figure 3.



Cards are played **FACEUP** in the card tray with the number placed in the corner of the tray.

THE GAME IN DETAIL

Player to the left of the dealer goes first and play continues to the left.

On Your Turn: Do these 4 things in order if you can:

1. Look at the cards in your hand.
- Play ONE card by placing it in the card tray in the position shown in Figure 3.

2. As you play your card, add it to the running total of all the cards already placed in the tray during this round. Call out the new total.

NOTE: If it's the first card played in the tray, just call out its number.

3. Turn the card tray one scoring space in the direction the arrow on your played card points. See the example in Figure 4.

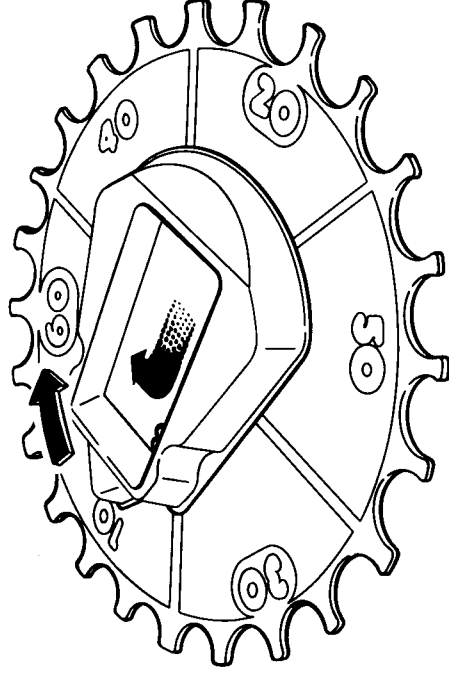
4. Draw a new card to replace the one you played. Your turn is then over.

Ending A Round And Collecting Penalty Points: If you cannot play a card on your turn without exceeding a running total of 27, you end the round and must collect the number of penalty points the pointer is pointing to.

How To Collect Points: Mark the scoring space the pointer is on by placing one of your markers into a groove as shown in Figure 5.

NOTE: If you collect additional points from the same scoring space, stack your markers one on top of the other. Other grooves in the scoring space are reserved for other players.

Figure 4.

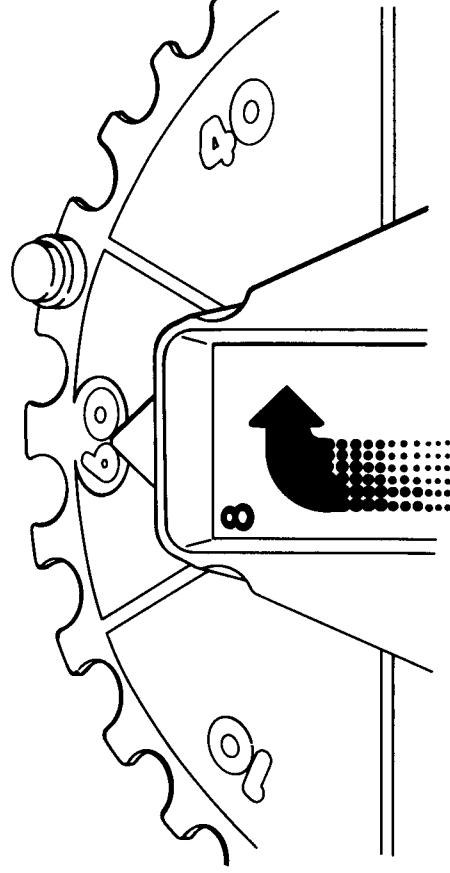


You have played a red card. Turn the card tray clockwise so the pointer points to the "60" scoring space.

How To Start A New Round: If you end the round, remove all the cards from the tray and place them out

of play. Your turn starts a new round. The pointer stays where it is when a new round begins.

Figure 5.



If the pointer is on the "60" scoring space when you end a round, place your marker here and collect 60 penalty points.

SCORING

End Of A Deck: Play continues even after the draw pile is gone, until all players have played every card in their hand. NOTE: If the running total cannot reach 27 after all cards are played, the round is over and no one collects penalty points for that round.

Players total up the number of penalty points they have by adding the point value of each of their markers. If one player has accumulated 500 or more penalty points, the game is over. If no one has 500 penalty points, remove all your scoring markers and begin a new deck.

Beginning A New Deck: Player to the left of the last dealer shuffles all the cards and deals each player 7 cards. Keep playing rounds until one player has collected the additional points needed to bring his or her total to 500 points or more.

RULES FOR THE SPECIAL CARDS

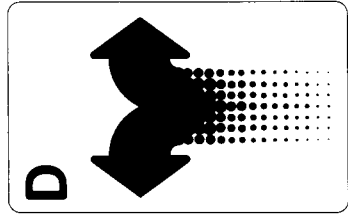
There are three different kinds of special cards in the deck; DOUBLE cards, TRIPLE cards and ZERO cards. See Figure 6.

Playing The Special Cards: You can play a special card instead of a number card on your turn. These cards do not change the running total.

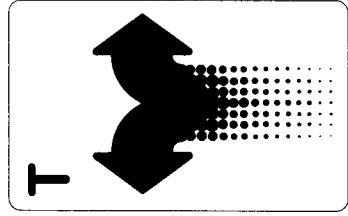
Scoring Double And Triple Cards: If you end the round, and a double or triple card was the last card played, you must collect double or triple the penalty points the pointer is pointing to.

When collecting these penalty points, simply stack your markers, one on top of the other, in the appropriate groove of the scoring board. Stack two markers for a double card and three markers for a triple card.

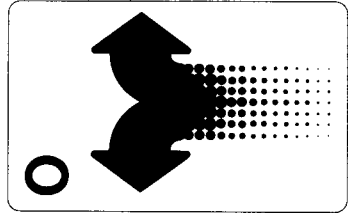
SPECIAL CARDS



Double



Triple



Zero

Figure 6.

SAMPLE ROUND

This is a sample four-player game. The card tray is pointing to the "10" scoring space at the start of the round.

Player 1 plays a **RED 9** card, says "9" and turns the card tray one space clockwise to the "60" scoring space.

Player 2 plays a **BLUE 7** card, says "16" (9 + 7) and turns the card tray one space counter-clockwise to the "10" scoring space.

Player 3 plays a **PURPLE 8** card, says "24" (9 + 7 + 8) and decides to turn the tray clockwise to "60" scoring space.

Player 4 plays a **RED 3** card, says "27" (9 + 7 + 8 + 3) and turns the tray clockwise to the "40" scoring space.

Player 1 plays a **GREEN 0** card, says "still 27" and decides to turn the tray counter-clockwise to the "60" scoring space.

Player 2 plays a **GREEN DOUBLE** card, says "still 27" and decides to turn the tray clockwise to the "40" scoring space.

Player 3 cannot play a card, ends the round and is forced to collect penalty points. Because a **DOUBLE** card was the last card played, Player 3 must collect double the penalty points shown. Player 3 stacks 2 of his markers and places them in the 40 scoring space groove, collecting 80 penalty points.

WINNING THE GAME

When a player has accumulated over 500 points, the game is over. The player who has the **LEAST** number of penalty points at that time is the winner.