

A real fun game where players conceal the cards they hold and try to pass the Snoopy "Ha Ha" cards to other players. "Ha Ha" cards can keep other players from getting the Snoopy Friend cards that are used to score. When a player scores, he moves his playing piece along the path toward the finish. The first one home wins.

OBJECT OF THE GAME:

To play cards that win Snoopy scoring bowls which allow players to move their playing pieces around the path of circles with paw prints in an attempt to be home first.

TO SET UP THE GAME:

1. Carefully punch out the 24 small number cards from the platform in the box.
2. Unfold the playing board and lay flat on the table.
3. Each player chooses a colored playing piece and places it on the Snoopy "START" SIGN.
4. Sort the "Snoopy Card Game" cards in one pile and the "Bowl Cards" in another pile.
5. Shuffle the "Bowl Cards" and place character side face down on the table.
6. Shuffle "The Number Cards" and place three, number side down, on each of the eight characters in the center area of the board. Each of the eight characters on the board match the characters on the "Bowl Cards."

TO PLAY THE GAME:

FIRST PART OF ROUND

1. The dealer deals six "Card Game" cards to each player face down, one at a time. The rest of the deck is set aside and not used for that round.
2. The players look at their cards and fan them out in their hand.
3. The dealer turns over the top card of the "Bowl Card" pile. The turned card shows the first scoring card that can be played from matching cards in the players' hands.
4. Play starts with the player to the left of the dealer, clockwise, and in turn, as follows —
 - a. When a player in his turn holds a card or cards that MATCHES the "Bowl Card" exposed on the table, he places that card or cards face up on the table in front of him and takes one "Number Card" from the matching character area on the board for each card played.

- b. The player moves his playing piece as many circles with foot prints on the board as the number on the "Number Card," or total on cards if more than one "Number Card" was collected.
- c. If a player in his turn cannot play a matching card, the turn passes to the next player until all players have had a turn.
5. After each player has had a turn, the FIRST part of the round ends.

SECOND PART OF ROUND

1. In the second part of the round, each player in turn draws one card from the player to his right starting with the player to the left of the dealer. The player with a card being drawn, fans out his cards so the player drawing cannot see the characters on his cards.
2. When each player has had a turn drawing from the player to his right, the dealer turns over the NEXT "Bowl Card." Players match cards and move pieces as in First Part #4.
3. A new round of drawing, matching cards with a newly turned "Bowl Card" and moving playing pieces around the board continues until one player reaches the "Finish."
4. The Snoopy "Ha Ha" cards act like penalty cards as they take the place of scoring cards in your hand. Players like to have "Ha Ha" cards taken from their hand during the drawing, so opponents will hold worthless "Ha Ha" cards instead of character cards.
5. When all the "Bowl Cards" have been turned and no player has had his playing piece cross the finish, all the cards, "Bowl" and "Playing" are re-shuffled and used as in the first part of the round.
6. The "Number Cards" also, are turned, mixed and re-stacked as in the beginning. (Set up #6)
7. New Second Part of rounds are played until one player has his playing piece reach the last circle above "FINISH." He is the WINNER OF THE GAME.