

do the

Urkel!
from Family Matters

INSTRUCTIONS

For 2 to 4 Players

OBJECT

Be the first player to collect 8 Bow Tie cards.

CONTENTS

- 1 Gameboard
- 1 Blank Die
- 1 Die-Rolling Tray
- 1 Label Sheet
- 29 Bow Tie Cards
- 1 Pair Of Cardboard Glasses
- 1 Cardboard Finger Puppet
- Double-sided Tape



THE FIRST TIME YOU PLAY

1. Turn the Die-Rolling Tray upside-down. Peel the backing off one side of the double-sided tape. Apply the tape sticky-side down to the flat square surface in the center. (See Figure 1A.) Peel the backing from the top of the tape. Line up the Die-Rolling Tray with the outline on the gameboard and firmly press into place. (See Figure 1B.)

CAUTION: Once the tray is applied, it cannot be moved. Make sure you apply the tray in the proper position.

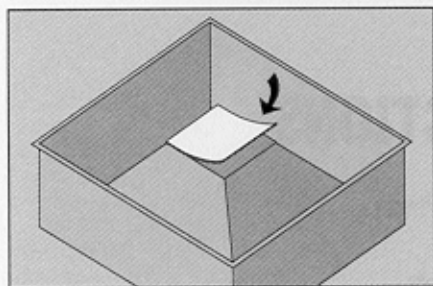


FIGURE 1A

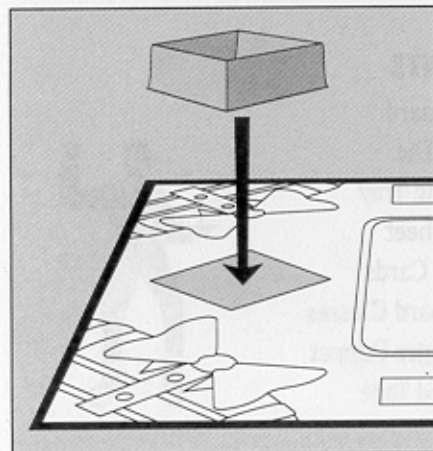


FIGURE 1B

2. Punch out the 29 Bow Tie cards, the Steve Urkel Glasses, and the Steve Urkel Finger Puppet from the cardboard sheets. Discard the waste. Assemble the Steve Urkel Finger Puppet as shown in Figure 2.

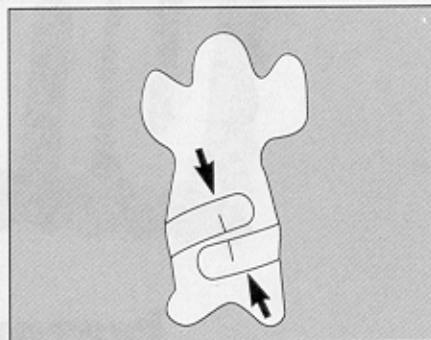


FIGURE 2: Wrap tabs around back and carefully press the two slots together.

3. Label the blank die as shown in Figure 3. It doesn't matter which label is placed on which side of the die.

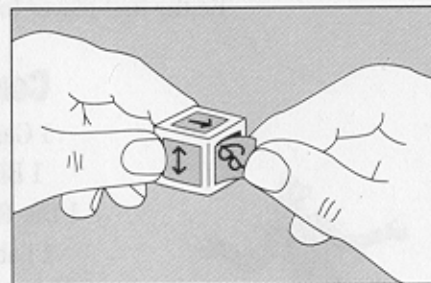


FIGURE 3

GAME SET-UP

1. Select a corner Bow Tie section of the gameboard as your area for collecting Bow Tie cards. Sit at that corner during the game. All players do the same.

2. Shuffle the 29 Bow Tie cards and stack them *pattern-side up* on the DRAW PILE section of the gameboard.

3. Fill the Die-Rolling Tray with the top four cards from the draw pile. Lean the cards faceup against the walls of the tray so that the photos or words can be seen. (See Figure 4.)

As you play the game, these cards will be collected and replaced by new cards from the draw pile.

4. Place the die, the Steve Urkel Glasses and the Steve Urkel Finger Puppet within easy reach of all players.

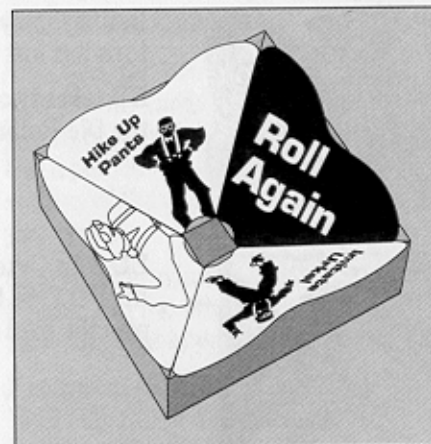


FIGURE 4: Lean cards pattern-side down against the tray walls.

HOW TO PLAY

Choose a player to go first. Play then continues to the left.

ON YOUR TURN

Roll the die to try and win one or more Bow Tie cards in the Die-Rolling Tray. On each of your turns, take the following three steps: (If you would like to see an example of gameplay, refer to A TURN EXAMPLE on page 8.)

STEP 1. BE SURE THE TRAY IS FILLED WITH CARDS.

Four Bow Tie cards should be leaning faceup in the tray at the start of your turn. If any cards are missing, draw and place new cards as shown in Figure 4, above.



STEP 2. YOUR FIRST ROLL

Roll the die into the tray. (If the die does not land flat, roll again.)

You can only win one card per die roll. You are guaranteed to win a card with your *first* roll. On your turn, you could roll the die as many as four times to win all four cards!

THE DIE ROLLS



One Arrow

You win the card that the arrow points to. Keep the card in the tray and turn it pattern-side up.



Two Arrows

You win *either* card the arrows point to. (Your choice!) Keep the card in the tray and turn it pattern-side up.



Urkel Glasses

WILD roll! You win any *one* of the four cards. The choice is yours. Keep the card in the tray and turn it pattern-side up.



STEP 3. DECIDE TO ROLL AGAIN OR QUIT ROLLING

Risk & Roll: After your first die roll, you may *risk* losing the card you have just won in the tray by rolling again to try to win another card. Just roll the die as described in Step 2.

• A WINNING ROLL

If One Arrow is rolled and it points to a card you haven't already won, or if Two Arrows are rolled and *either* arrow points to a card you haven't already won, you win that card. A WILD roll, of course, wins you *any* card. When you win a card, turn it pattern-side up in the tray. After a winning roll, you may continue to risk & roll again. It's possible to win all four cards with four die rolls!

NOTE: Cards with black and white Urkel figures are Action Cards. You must perform the action the card calls for *before* turning the card pattern-side up in the tray. (See THE ACTION CARDS box on the next page.)

• A LOSING ROLL

If One Arrow is rolled and it points to a card already won, or if Two Arrows are rolled and they *both* point to cards already won, you lose any cards already won in the tray. Turn all the cards pattern-side down in the tray. As a penalty, DO THE URKEL! (See HOW TO DO THE URKEL! on page 7.) This ends your turn.



Quit Rolling: After a winning die roll, instead of choosing to risk & roll, you can simply say "I quit." Then, collect the card(s) you've won — unless another player plays a Challenge Card on you. (See PLAYING CHALLENGE CARDS ON OPPONENTS on page 6.)

COLLECTING CARDS

After you quit rolling (or after you've won all four cards), collect all cards you have won from the tray and place them pattern-side up on your Bow Tie section of the gameboard. This ends your turn.

Overlap your cards as shown in Figure 5 so the other players can see how many cards you've collected.

Exception: Place cards that say DO THE URKEL! and ROLL AGAIN *faceup* so that they can be easily read. These are Challenge Cards that you may play on other players during their turns. (See PLAYING CHALLENGE CARDS ON OPPONENTS on the next page.)

THE ACTION CARDS

Here are the actions you must perform when you win an Action Card:

- **SING THE URKEL SONG**
Don't know the words? No problem! You'll find them inside the box top.
- **IMITATE URKEL**
It's easy — just do or say anything like Steve! Need some ideas? No sweat. Check out the Urkel Expressions inside the box top!
- **HIKE UP PANTS**
It's time to show those socks! So, grab hold of your waistband and give a yank!
- **LAUGH & SNORT**
Come on now. You know how! Just like Steve!

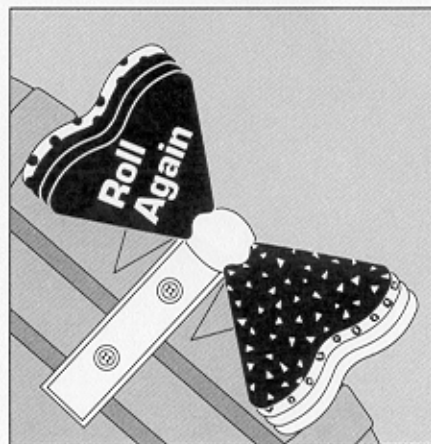


FIGURE 5



PLAYING CHALLENGE CARDS ON OPPONENTS

One or more players may play Challenge Cards (DO THE URKEL! and ROLL AGAIN) on the die-rolling player to try and make the player lose some cards. If you decide to play a Challenge Card, just take it from your Bow Tie section, show it to the person you're playing it on, and then return it to the bottom of the draw pile.

NOTE: You may *not* play these cards on a player who has won all four cards in the tray.

IMPORTANT! When you play a card from your Bow Tie collection, you *lose* that card!

Playing a DO THE URKEL! Card

As soon as you play a DO THE URKEL! card on another player, that player must DO THE URKEL! You can play the card at any time during another player's turn — before the player rolls the die, in-between the player's die rolls, or even after the player says "I quit."



NOTE: You cannot play a DO THE URKEL! card on a player who has just done the Urkel as the result of a losing die roll.

Playing a ROLL AGAIN Card

You can play a ROLL AGAIN card to force another player to roll the die one more time after he or she has said, "I quit." If the die-rolling player wins another Bow Tie card after having been forced to ROLL AGAIN, a second ROLL AGAIN card may be played on that player. **LIMIT:** Once all four cards are won, a ROLL AGAIN card may *not* be played.



HOW TO DO THE URKEL!

After a losing die roll, or after an opponent plays a DO THE URKEL! card on you, you must DO THE URKEL! (This may cause you to lose one or more cards from your Bow Tie section!) To DO THE URKEL!:

1. Place the Steve Urkel Finger Puppet on the index finger of either hand.
2. Place your index finger (with the Steve Urkel Finger Puppet) and middle finger on *either* pair of shoes outside of the Family Matters living room. (See Figure 6.)

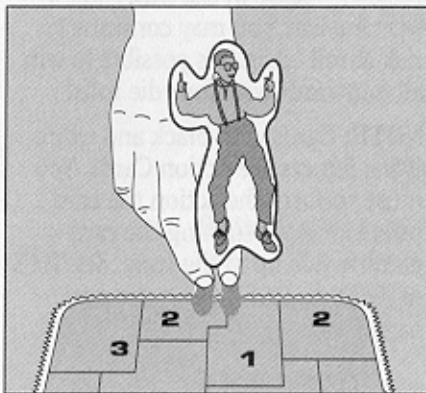


FIGURE 6

3. Put on the Steve Urkel glasses and close your eyes. No peeking!
4. Start "finger dancing" inside the living room. Just pretend your fingers are Steve's legs and "step" your way through the living room. Stop "dancing" at any time.

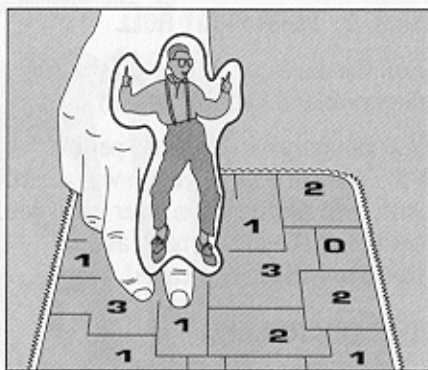


FIGURE 7: Your fingers stopped on a 3 and a 1. Return 3 of your Bow Tie cards to the draw pile.

When your fingers stop dancing, look at the numbered area that each finger is touching. Take the higher of the two numbers, and return that number of Bow Tie cards from your Bow Tie section to the bottom of the draw pile. (See Figure 7.) If you have fewer cards than are required, return as many as you have.

Out Of Bounds Penalty: If either finger stops outside the living room area, you must return 3 of your Bow Tie cards to the pile.

5. After you DO THE URKEL!, your turn is over. **Exception:** If you were forced to DO THE URKEL! because a Challenge Card was played on you, continue your turn (either ROLL AGAIN or QUIT ROLLING).

WINNING THE GAME

The first player to collect 8 Bow Tie cards immediately wins the game.



A TURN EXAMPLE



In this 2-player game, Ed and Liz are the players. Liz's turn has just ended. It's now Ed's turn.

ED takes two Bow Tie cards from the draw pile to fill the Die-Rolling Tray. He leans them faceup in the tray.



ED rolls Urkel glasses. **WILD** roll! He chooses to win the **DO THE URKEL** card. (He knows he may be able to play the card on Liz during one of her turns!)



ED turns the **DO THE URKEL** card pattern-side up in the tray, and decides to roll again. This time he rolls Two Arrows. He can now choose to win *either* card the arrows point to. He chooses to win the **HIKE UP PANTS** card. Ed hikes up his pants and then turns the card pattern-side up in the tray. He now decides to play it safe and says, "I quit."



LIZ wants to try and make Ed lose some Bow Tie cards. Before Ed collects the cards he has just won, Liz takes a **ROLL AGAIN** card from her Bow Tie section and plays it on Ed. Ed must now roll one more time.



ED rolls Two Arrows. Both arrows point to the cards Ed has already won. As a penalty, he now loses all the cards he won in the tray, and must now **DO THE URKEL**! This ends his turn.

It is now Liz's turn.