

ANNIE™ Card Game

Leapin' Lizards! A Spelling Game!

For 2-4 players/Ages 4-10

Rules © 1982 Parker Brothers, Beverly, MA 01915.

Printed in U.S.A.

OBJECT A-n-n-i-e spells "Annie." Be the first to collect the cards that spell Annie's name and you'll win the game. Miss Hannigan will try to stop you. But don't worry! Because Sandy is here to help you!

EQUIPMENT 36 cards: 1 Rules card; 25 letter cards; 3 Miss Hannigan cards; 3 Sandy cards; 1 Wild card; 1 Leapin' Lizards! card; 2 Blech! cards

SET UP

- 1 Remove this "Rules" card from the deck.
- 2 Shuffle the deck and deal 3 cards *face down* to each player.
- 3 Place the remaining cards *face down* onto the center of the table. This is the *draw pile*.
- 4 The player to the left of the dealer goes first. Play continues, to each player's left.

PLAYING

On each of your turns, you'll do 2 things in this order:

- 1 Take the top card from the draw pile and add it to your hand.
- 2 Play ONE of your cards in ONE of the following ways:
 - a) Play a letter card in front of you to start or add to Annie's name. "Annie" must be spelled in the correct order and by playing only one card on a turn. OR
 - b) Play a Miss Hannigan or Blech! card against another player. Whenever you do this, place the card *face up* beside the draw pile. This is the *discard pile*. OR
 - c) Play a Leapin' Lizards card *face up* onto the discard pile. OR
 - d) If you can't make any of these plays, you must discard any card from your hand *face up* onto the discard pile.

THE CARDS

- a) A, n, i, and e are the letter cards used to spell Annie's name.
- b) The *Annie Wild card* can be used in place of any letter card.
- c) A *Miss Hannigan card* can be played against any player you choose. That player picks up the last letter card (or Wild card) that she has played in front of her and discards it on top of the Miss Hannigan card.
- d) A *Sandy card* protects you from Miss Hannigan! So if someone plays a Miss Hannigan card against you, discard a Sandy card right away (on top of the Miss Hannigan card). Now you can't lose the last letter card you've played!
- e) Discard the *Leapin' Lizards card*, and you may immediately draw 2 more cards from the draw pile. Add these cards to your hand and end your turn.
- f) Discard a *Blech! card*, and the next player must "Go scrub the floors" and miss her turn.

WINNING Whoever spells Annie's name first wins the game.

NOTE: Never draw a card from the discard pile. When the draw pile cards are gone, turn over the discard pile to make a new one.

We will be happy to answer your questions or comments about ANNIE CARD GAME. Contact the Consumer Response Department nearest you: In the U.S.A. Parker Brothers, P.O. Box 1012, Beverly, MA 01915. In Australia and New Zealand: Parker Games, 104 Bourke Road, Alexandria, N.S.W. 2015. In the United Kingdom: Parker Games, Coalville, Leicester LE62DE

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Annie