

How to Legally Operate the Game



Object

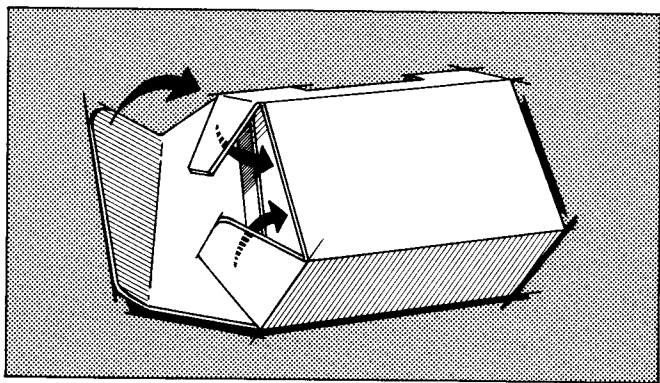
To win the most money by correctly guessing when to bid, challenge or agree with the last bidder.

Equipment

50 License Plate Cards • 6 Auto Stands • Play Money

Preparation

Each player selects an Auto Stand and sets it up as shown in the following diagram.



Deal out the License Plate cards and money as follows:

For a 3 player game—Deal 10 cards to each player. The remaining cards are placed face

down on the center of the table, in two packs of 10 cards each. Each player receives \$250.

For a 4 player game—Deal 8 cards to each player and discard 2 cards. The remaining cards are placed face down on the center of the table in 2 packs of 8 cards each. Each player receives \$300.

For a 5 player game—Deal 8 cards to each player and discard 2 cards. Place the remaining cards in one pile face down on the center of the table. Each player receives \$300.

For a 6 player game—Deal 8 cards to each player and discard 2 cards. There is no pile in the center of the table. Each player receives \$350.

Each player should arrange his cards so that the license numbers appear facing him at the bottom of each card. Place the cards in the Auto Stand so that the license number on the first card shows through the window. Make sure your opponents can not see your license.

Play

Each player will be trying to guess the total number of times a specific numeral appears on all the cards used in a round (i.e., the card facing each player and the top card from each stack on the table).

A player is selected to open bidding. Play continues in a clockwise direction.

After the opening bid, each player, on his turn, always has one of three options:

Option 1 – Bidding He may bid any amount higher than the last number bid. Example: The opening bid is two 4's. Your bid must be 2 of a kind of a higher number (two 5's, two 8's, etc.) or 3 or more of any number (three 0's, four 5's, etc.). The number "0" is always low.

Option 2 – Challenging You may challenge the last number bid if you think it is too high. **EXAMPLE:** The last bid is six 8's. You do not think there are at least six 8's on all the cards being used in the round. You "challenge" the bid and play passes.

Option 3 – Agreeing If you agree with the last number bid and do not wish to bid higher, you may state that you "agree" with the last bid and play passes.

The bidding ends when a player has bid a number that all the remaining players have either "challenged" or "agreed to." It is not necessary for all players to unanimously challenge or agree.

If all players agree with the highest bid, the bidder has the option of bidding higher (and play continues) or cancelling the round. When a round is cancelled, all cards used in that round are removed from the stands and discarded.

Scoring

When the bidding is over, each player removes his card from the stand and places it face up in front of him on the table. The top card from each center pile is also turned face up. Count up the number of times that the last number bid appears.

A. If the amount is equal to or exceeds the bid, the bidder receives the fine on his own card from every challenging player. All players who agreed with the bidder also receive the fines on their own cards from every challenging player.

B. If the amount is less than the number bid, the bidder and those agreeing with him, pay the fines on their own cards to each challenger.

When a round is over, every card used in the

round is discarded and the next card appearing in the windows and face down in the center piles is used in the following round. The player to the left of the person who opened the previous round starts the new round. When a player is out of money he's out of the game.

The Winner

The game ends when all the cards have been used. The player with the most money wins.

We will be glad to answer inquiries concerning these rules. Address: Parker Brothers, Salem, Massachusetts 01970

