

THE BEATLES "FLIP YOUR WIG" GAME DIRECTIONS

In this game, each player chooses to be one of the "Beatles" and moves his man around the board trying to collect the four cards he needs to win. Each player tries to get one card showing his own "Beatle's picture, one card with his own autograph (signature) one "Hit Record" card and a card showing his own "Musical Instrument". The pictures of each "Beatle" and their signatures are on the YELLOW "Beatle" cards, while the "Hit Record" and "Musical Instrument" cards are on the RED "Flip Your Wig" cards.

BEFORE STARTING THE GAME:

1. Players decide which "Beatle" they will be and places their token in the proper corner square on the board. "Paul" goes in the Blue corner, "John" in the Green, "George" in the Yellow, and "Ringo" in the Red corner.
2. Shuffle the YELLOW "Beatle" cards and RED "Flip Your Wig" cards. Place them face down on the board in SEPARATE draw piles in the spaces marked. Turn the top card of both piles face-up to start "Discard" piles. At NO time during the game should the RED and YELLOW piles be mixed together.
3. Players throw the die (One Dice) to decide which "Beatle" plays first, second and so on.

THE OBJECT OF THE GAME IS TO BE THE FIRST PLAYER TO COLLECT ALL FOUR OF HIS OWN CARDS.

For example, the "George" player needs one card with George's picture, one card with the signature "George Harrison", one card saying "George's Guitar" and any one "Hit Record" card. All the "Hit Record" cards are the same.

TO PLAY THE GAME

1. In each turn the player throws the one die and moves his man the number of spaces thrown. For example, if throw of "5" on the die comes up, the man is moved 5 spaces.
2. All players move clockwise around the board, as shown by the arrows. Players continue moving around the board throughout the game, taking and losing cards as they go.
3. The player must do whatever it says in the space his man STOPS in. If the space says: ROLL AGAIN--he rolls the die and moves again IN THAT SAME TURN.

TAKE A BEATLE CARD--he takes the top card from the YELLOW pile, if there is one on the board.

TAKE A WIG CARD--he takes the top card from the RED pile -- OR the top card from the RED DISCARD pile, if there is one.

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TAKE ANY CARD--he takes ONE card from the top of any pile on the board--either RED OR YELLOW, as he wishes.

TAKE A CARD FROM ANY PLAYER--he is allowed to draw ONE card from any one opponent's hand.

TAKE A CARD FROM PLAYER ON LEFT--he can draw from the hand of the opponent to his left.

TAKE A CARD FROM PLAYER ON THE RIGHT--he must draw one card from the hand of the opponent on his right.

PUT BACK A BEATLE CARD--he must take one YELLOW "BEATLE" card from his hand (if he has one) and place it face up in the YELLOW DISCARD pile on the board.

PUT BACK WIG CARD--he must take one RED "FLIP YOUR WIG" card from his hand (if he has one) and place it face up in the RED DISCARD pile on the board.

4. If a player stops in an opponent's CORNER space, he takes ONE card from that player. For example, he takes one card from the "RINGO" player. NOTE: If only two or three are playing, there will be one or two unused "BEATLE" corners. A player's turn ends when he STOPS IN one of these corner spaces.
5. If a player STOPS IN HIS OWN CORNER, he is allowed to take ONE card from each player in the game.
6. If a player STOPS IN the same space as an opponent's token, he takes one card from that player INSTEAD of following the instructions in that space. If there is more than one opponent in that space, he takes one card from each.
7. A player CANNOT KEEP MORE THAN SIX (6) cards in his hand. Then, during his turn, he must discard the extras (of his choice) onto the DISCARD piles.
8. Whenever all the cards are taken from the DRAW PILE the discards are shuffled and turned face down to start a new draw pile.

Players continue to move around the board, gaining and losing cards as they go until one player has the proper four cards--that is, 1 YELLOW card with his own picture, 1 YELLOW card with his own signature, 1 RED card with his own instrument and any RED "HIT RECORD" card.

The FIRST PLAYER to hold his four proper cards, WINS THE GAME.