



It's Never the Same Game Twice...from **PARKER BROTHERS**

For 2 to 4 Players / Ages 8 to Adult

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Object

To be the first player to score 12 points.

Equipment

1 Game Board, 1 Scoring/Card-Holder Tray, 40 Track Cards, 4 Large LOSE Cards, 2 Dice, 4 Scoring Pegs and 4 Playing Pieces.

Set Up

1. Hand each player a playing piece and a Large LOSE Card.
2. Select a player to hand out Track Cards and keep score. The scorekeeper:
 - a) shuffles the Track Cards and deals 4 to each player;
 - b) places the remaining Track Cards, face-down, into the card-holder tray; and
 - c) places a peg for each player into the starting position of the scoring tray.
3. Turn your 4 Track Cards face-up in front of you.
4. Place your playing piece onto START.
5. Roll the dice. The player who rolls the highest takes the first turn. Play then proceeds to the left.

The Board

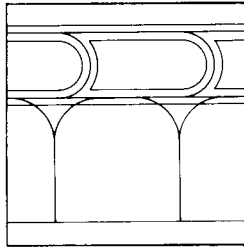
There are three types of spaces on the board: 1 *LOSE* space, 3 *SCORE* spaces, and a large number of *track* spaces. You score 1 point each time you move onto a *SCORE* space. You lose 1 point each time you move onto the *LOSE* space. You can score or lose by moving either forward or backward.

The TRACK CARDS are placed onto the board. They determine both the direction and the distance of your moves. Use them to move to the SCORE spaces as often as you can.

Playing

On your turn roll the dice and move your playing piece the number rolled. What you do next will depend on three things: (a) the type of space you land on; (b) whether that space is already occupied by an opponent's playing piece; and (c) whether that space already has a Track Card next to it.

1. Unoccupied Track Spaces



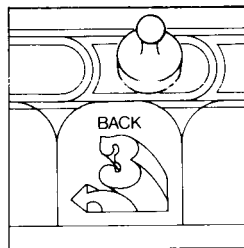
An unoccupied Track Space is one without an opponent's playing piece already on it.

a) If you land on an unoccupied track space with no Track Card next to it, place one of your Track Cards next to your playing piece and immediately follow the directions on the card.*



b) If you land on an unoccupied track space with a Track Card already next to it, do as the card says.*

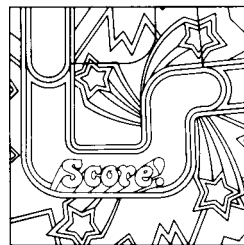
2. Occupied Track Spaces



An occupied track space is one with an opponent's playing piece already on it.

If you land on an occupied track space, roll again. Do not place a Track Card. If a Track Card is already next to that space, do not follow its directions.*

3. Score Spaces

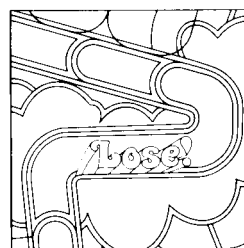


If you land on a SCORE space, the scorekeeper pegs you ahead 1 point.

a) If that SCORE space is already occupied, you earn your point and roll again.*

b) If that SCORE space is unoccupied, you earn your point but your turn ends.

4. Lose Space



If you land on the LOSE space, the scorekeeper pegs you back 1 point. You must also stop your turn — even if this space is already occupied.

Remember: Nobody's score can ever drop below zero.

5. Double 6's

If you roll Double 6's, the scorekeeper pegs you ahead 1 point. Move your playing piece 12 spaces forward and, depending on the space where you land, either stop your turn or continue moving.*

6. Entrapment

As an example of Entrapment, imagine that you land on a "Back 3" which then sends you to a "Forward 3." If this happens, you do *not* continue to move back and forth. Instead, you *score 1 point* and leave your playing piece on the *forward* space of the trap. By playing your Track Cards correctly, you can use Entrapment as an excellent scoring strategy.

7. Exchange Cards

The deck contains 2 Exchange Cards. If you play one or land next to one, you may take *any* card on the board, move it next to your playing piece, and replace the moved card with the Exchange Card. You then follow the instructions on the moved card.*

*

Continue moving until you land on:

- a) a *second* unoccupied track space with no Track Card next to it; or
- b) an *unoccupied* SCORE space; or
- c) the LOSE space.

On your turn you may not place more than one Track Card onto the board.

8. If you place a Track Card during your turn, take one from the scorekeeper when your turn ends.

9. If *all* of the Track Cards are placed onto the board, continue to play with those you have until someone wins.

10. Large Lose Cards

Each player receives 1 Large LOSE Card at the beginning of the game. These are powerful cards: you can use one to slow down an opponent's progress. You may hand one to any opponent at any time during his or her turn. By doing this, you *immediately* stop the opponent's turn. The opponent must move to the LOSE space, lose 1 point, and pass the dice to the next player.

Once a Large LOSE Card is used, it is immediately removed from the game.

Winning

The first player to score 12 points is the winner.