

RACK-O

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RACK-O®

INSTRUCTIONS

FOR 2 TO 4 PLAYERS

RACK-O[®]

CONTENTS
60 RACK-O cards
4 card racks
1 card tray

OBJECT

Be the first player to score 500 points by going RACK-O! Go RACK-O by replacing the cards in your rack so that their numbers read in any numerical progression from a LOW number to a HIGH number. (See Figure 2 for an example of going RACK-O.)

SET-UP

1. **CARDS:** RACK-O cards are numbered from 1 to 60. The number of cards you use in the game depends on how many people are playing.

In a 4-player game use all 60 cards
In a 3-player game use cards 1 to 50
In a 2-player game use cards 1 to 40

2. **CARD TRAY:** Place the card tray in the center of the table within reach of all players. One side of the tray will hold the Draw Pile. The other side will hold the Discard Pile.

3. **RACKS:** Each player takes one card rack. This is where you will put your cards as they are dealt.

4. **CHOOSING A DEALER:** Each player draws a card from the deck. The player with the lowest card is the dealer. **NOTE:** The dealer also plays the game.

5. Return all drawn cards to the deck.

6. The dealer shuffles the cards and deals the cards out **FACEDOWN** one at a time, until each player has ten cards. As each card is dealt, a player immediately places it in the designated slot of his or her rack.

DESIGNATED SLOTS: The first card dealt to you is placed in slot #50 on your rack, the second card is placed in slot #45, and the third card is placed in slot #40, and so on. See Figure 1.

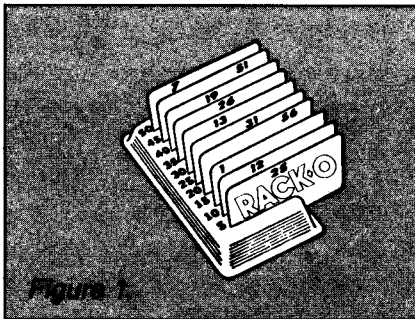


Figure 1

Your cards **COULD** look like this at the start of a round.

7. The dealer places the undealt cards **FACEDOWN** (number-side-down) into the left side of the card tray. This is now the Draw Pile. The top card of the Draw Pile is then turned **FACEUP** (number-side-up) and placed in the other compartment of the tray to start the Discard Pile.

GAME PLAY

The game is played in Rounds. Each Round consists of players trying to go RACK-O by arranging cards from LOW to HIGH in any numerical progression in their racks.

TO PLAY A ROUND

1. Player to the left of the dealer goes first.
2. **ON YOUR TURN:** You must pick ONE card, either the top card from the Discard Pile or the top card from the Draw Pile, and try to place it in your rack.

If you take the top card from the Discard Pile, you must exchange it for one of the cards in your rack. Remove the card you wish to exchange, place it FACEUP on top of the Discard Pile and place the new card into the now-empty slot in your rack. Your turn is then over.

If you take the top card from the Draw Pile, you may exchange that card for one in your rack, as explained above, or place it FACEUP in the Discard Pile if you choose. Your turn is then over.

3. Players keep taking turns until one player goes RACK-O and the Round ends.

NOTE: If the Draw Pile is used up before any player goes RACK-O, the Discard Pile is turned over in the tray and used as a new Draw Pile. Remember to turn over the top card to start a new Discard Pile.

4. **TO WIN A ROUND:** A Round ends when one player goes RACK-O. In order to go RACK-O, you must have all ten cards in your rack reading from a LOW card in the #5 slot to a HIGH card in the #50 slot, in any combination of increasingly higher cards. When a Round ends, everyone must score points.



Figure 2.

This is an example of going RACK-O.

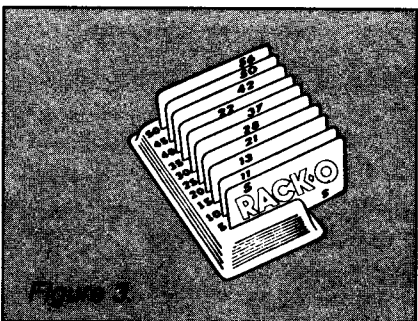


Figure 3.

This player scores 30 points.

SCORING

The player who goes RACK-O scores 75 points: 5 for each of the ten cards in his or her rack, and 25 points for going RACK-O. The other players score 5 points for each card arranged in their rack from LOW to HIGH, **starting with the card in the #5 slot**, and ending where the succession of higher cards has first been broken.

FOR EXAMPLE: Figure 3 shows a score of 30 points -- card 37 in the #30 slot is followed by card 22 in the #35 slot. No points are scored for the last 4 cards in the rack, even though they are arranged correctly. (Sometimes a player may score only 5 points in a Round because the card in the #10 slot is lower than the card in the #5 slot, even though the remaining nine cards are in order.)

NOTE: Keep track of your scores on a piece of paper.

TO START A NEW ROUND:

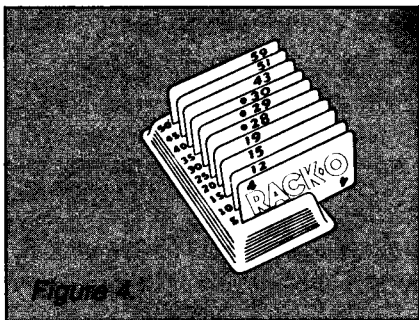
Player to the left of the Dealer takes the Dealer's duties. Cards are shuffled and dealt, and play proceeds as explained previously until a player goes RACK-O.

WINNING THE GAME

Keep playing Rounds until a player scores a total of 500 points. The first player to score 500 points wins the game. *NOTE:* When two or more players score more than 500 points, the highest total wins.

MORE RACK-O FUN

- **2-PLAYER GAME**--For more fun and competition, add the following rule: A player may not go RACK-O (for a score of 75 points) unless he or she has a run of at least three cards in consecutive order included in his or her rack. Figure 4 shows a run of three cards, 28, 29, and 30.
- **PLAYING A GAME WITH PARTNERS**-- Four players may play as partners, two against two. The scores of the two partners are added together after each Round. The pair scoring 500 points first wins the game.
- **BONUS RACK-O**--When playing with BONUS RACK-O rules, try to score extra "Bonus" points by including a sequence of runs of three to six cards in your rack before going RACK-O. (See Figure 4 for an example of a 3-card run.)



All the rules of REGULAR RACK-O are used. But BONUS RACK-O requires more strategy because players must decide whether to go RACK-O with a score of only 75 or wait to improve their score with bonus points. The Bonuses are scored only by the player who goes RACK-O. As in Regular RACK-O rules, players who don't go RACK-O receive only 5 points for each of the cards in their racks in LOW to HIGH combination.

The Bonuses scored for runs are as follows:

RUN	GOING RACK-O POINTS	BONUS POINTS	TOTAL
3-CARDS	75 pts.	50 pts.	125 pts.
4-CARDS	75 pts.	100 pts.	175 pts.
5-CARDS	75 pts.	200 pts.	275 pts.
6-(or more) CARDS	75 pts.	400 pts.	475 pts.

NOTE: If you go RACK-O with two or more runs in your rack, you receive a Bonus for only ONE of them (the longest, if there is a difference).