

PAC-MAN WINNER

CARD GAME

For 2, 3 or 4 Players

What fun! A card game featuring those zany arcade characters, Pac-Man and Ghost. It's easy to play — just place cards on your gameboard in scoring combinations to “gobble up” points or place cards on opponents' gameboards to stop them from scoring. Be the first player to score 100 points and you'll win the game!

OBJECT

Form 3-card combinations to score points

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- 4 Gameboards • 42 Cards (15 Picture, 27 Number)

HOW TO SET UP THE GAME

1. Each player takes a gameboard and places it in front of him or her.
2. Select a player to keep score.
3. Shuffle the deck and deal 3 cards facedown to each player. Place the remaining cards facedown in the centre of the players for a draw pile.

HOW TO PLAY THE GAME

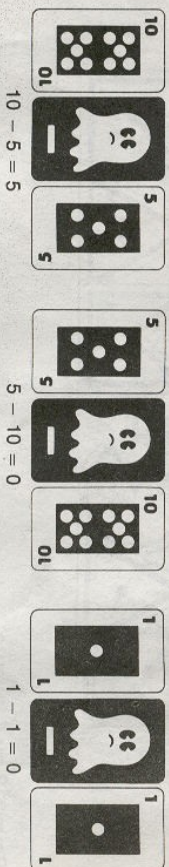
1. To start the game, the player to the left of the dealer places any card from his or her hand faceup on any corresponding open space. For example, place a picture card on a picture card space or a number card on a number card space. The card may be placed on the top or bottom row of your gameboard or an opponent's gameboard. Once a card is played it cannot be moved to another space.
2. After a player plays a card, he or she takes a card from the draw pile. All players must have 3 cards in their hands.
3. The game continues in a clockwise direction with each player playing 1 card per turn. If a player cannot play a card (for example, no number space is open), he or she must place 1 card, faceup, on the discard pile and draw another card. His or her turn is then over.
4. A player may score points when a 3-card combination is completed in either horizontal row of HIS or HER gameboard. The cards may have been played by any player. See examples of scoring.

EXAMPLES OF SCORING

Pac-Man (+) Card Means ADD
Add the number on the card on the left to the number on the card on the right.



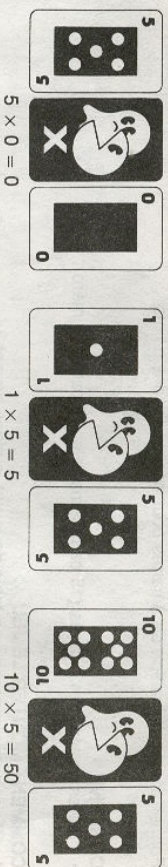
Ghost (-) Card Means SUBTRACT
Subtract the number on the card on the right from the number on the card on the left.



PLEASE NOTE: Any number MINUS a larger number equals zero (0). No minus points are scored in this game.

Pac-Man & Ghost (x) Card Means MULTIPLY

Multiply the number on the card on the left by the number on the card on the right.



PLEASE NOTE: Any number multiplied by zero (0) equals zero (0).

5. After the points are recorded, the player removes the 3-card combination from his or her gameboard and places them faceup on the discard pile. The empty spaces in the row are now open for further play and the game continues with the player to the left of the person who played the last card.
6. When the draw pile is used up, shuffle the cards in the discard pile and place them facedown in the middle of the players to form a new draw pile.

HOW TO WIN THE GAME

The first player to score 100 points is the WINNER!

ADVANCED PLAYER GAME

To add a greater degree of difficulty to the game, play as outlined above but with two exceptions.

1. Minus Points—If a 3-card combination containing a Ghost Card equals a minus number, subtract the points from the player's score. See example of scoring minus points below.

