

# Board Game Rules

We love games! In fact, we love games so much that we wanted to create one of our own. Of course, being the creative people that we are, we did this by taking rules from thirty-one different board games and putting them all together. We hope you have fun playing with it. When you're done with that, tell us where each of the rules came from and we'll give you some points.

## Smatchett! “A new game from Galoob”

1.

Only players you invite may join.

2.

Each player chooses one of the four sectors, face down, at random. Put these sectors together in any of the setups shown on the last page, depending on the number of players, and turn all the sectors over simultaneously. This is now your playing board.

2a) You may give a group to another player during his turn if he pays you for it - in cash, special cards or by trading another group or groups for it.

3.

Be the first to find the Candy Castle at the end of the path.

3a) Stalk your enemy through unfriendly waters.

3b) A little thinking will keep him from sinking, and you'll be the winner!

## 4.

You pop only once.

4a) Move in a counterclockwise direction around the outside track. (If you move in a clockwise direction, you're a nerd person and may never play this game again.)

4b) A combination move along the circular path and up a spoke path is permitted.

4c) You may not pass through a door that's blocked by an opponent's token.

4d) The opposing player's men may not land on a blocked point, however, they may move over the blocked point.

4e) You may not skip over your own color disc to outflank an opposing disc.

4f) No pawn may enter its Safety Zone by a backwards move.

4g) The diagrams on the following pages show examples of both proper and improper pushes.

## 5.

Only the Speed Limit and End of Limit Cards are played on the Speed Piles.

## 6.

There are special tokens for Mother and Father, if they want to play.

6a) If any effect takes a token out of play, remove it from the game.

## 7.

The M.C. puts the PASSED TOPIC aside, and pulls out a REPLACEMENT TOPIC which your team must play immediately. (You cannot pass a REPLACEMENT TOPIC.)

7a) Only one challenge per dilemma/reply is allowed.

## 8.

Each time you LAND IN OR PASS a red PAY DAY you will always collect the specified amount of your chosen profession.

## 9.

As soon as you have the Body and Head, you can try for all the other body parts in any order you like.

9a) Whatever number or numbers you roll determines which development is yours.

9b) Remember to build evenly at all times.

## 10.

When a player does not wish to make, or cannot make any further attacks, his turn ends and he is entitled to a Free move.

10a) After rolling the dice, he MUST place a score or a zero in one of the boxes in the vertical column under the game he is playing.

10b) The winner is the player with the least number of lines used.

## 11.

When all the marbles have fallen into the base, each player counts the number of marbles in his compartment.

11a) What you do with the information is between you - and the Mystifying Oracle!

11b) After the laughter subsides, the Dasher reads all definitions aloud a second time.

11c) You hear him, too as he crosses a squeaking floor; opens a creaking door; breaks the glass in a window; runs along the street; or tries to escape on the subway.

## 12.

A GOOD IDEA: When you're not playing with the game, store the beans in the pot so you know right where they are the next time you play.