

C L A S S I C

 **PARKER
BROTHERS**

CARD GAMES



Ages 8 & Up
WIN 95/98/XP

ATARI



♠ TABLE OF CONTENTS

First Things First	3
The ReadMe File	3
System Requirements	3
Welcome	4
Setup and Installation	5
Getting Started.....	6
Game Setup Menu.....	8
Multiplayer Setup Screen	10
The Options Menu	11
Gin Rummy	12
Free Parking®	14
Spades.....	16
RACKO™	19
Hearts	21
Rook®	22
Cribbage	26
Mille Bornes®	30
Solitaire.....	38
Credits	40
Atari Web Sites	42
Technical Support	42
End-User License Agreement.....	44

♣ FIRST THINGS FIRST

The ReadMe File

The **Classic Games Galore** CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to benefit from changes made after the manuals went to print.

To view this file, double-click on it in the **Classic Games Galore** directory found on your hard drive (usually C:\Program Files\Atari\Classic Games Galore). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Classic Games Galore, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 95/98/XP
Processor:	Pentium® 90 MHz or higher (166 MHz or higher recommended)
Memory:	16 MB RAM (32 MB RAM recommended)
Hard Disk Space:	75 MB Free
CD-ROM Drive:	4X Speed (6X Speed recommended)
Video:	Windows® 95/98/XP-compatible SVGA video card*
Sound:	Windows® 95/98/XP-compatible sound card*
DirectX:	DirectX® version 6.0 (included) or higher

** Indicates device should be compatible with DirectX® version 6.0 or higher.*





CLASSIC CARD GAMES

♣ WELCOME

With the *Parker Brothers Classic Card Games* collection, you get the best selection of everyone's beloved classic games. With no cards to lose, these games will entertain your entire family for hours. This exciting collection allows you to save games in progress, play against a variety of computer characters, and have a great time. The *Parker Brothers Classic Card Games* collection captures the spirit of the original gameplay, mixes in rich graphics and animation, and offers great family fun for everyone!

◆ SETUP AND INSTALLATION

1. Start Windows® 95/98/XP.
2. Insert the *Classic Games Galore* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK.
Note: If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Classic Games Galore* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Classic Games Galore/Classic Games Galore to choose a game.

Note: You must have the *Classic Games Galore* game disc in your CD-ROM drive to play.

INSTALLATION OF DIRECT X®

The *Classic Games Galore* CD-ROM requires DirectX® 6.0 or higher in order to run. If you do not have DirectX® 6.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.



♠ GETTING STARTED

Strap on your thinking caps, crack them knuckles and let's roll!



SIGN IN

The first time you launch the game, a dialog box will appear. Type in your name and then left-click on the “OK” button to save your name in the player’s list.

If you have signed-in before, left-click on your name in the player’s list to select it.



Add/Delete Player

To add a new player to the player’s list, left-click on the “+” button and then type in that player’s name. To remove a player from the list, left-click on the name you wish to delete and then left-click on the “⊗” button.

CHOOSE YOUR CHARACTER

After you’ve signed in, you must choose a character to represent you during play. Highlight the portrait of the character you would like to be, and then left-click to confirm your selection.

After you’ve selected your character, click on the “>>” button to go to the Game Selection screen.

GAME SELECTION SCREEN

The *Parker Brothers Classic Card Games* collection features nine great games for you to master. All you have to do is decide which one to jump into first!



To select a game, move your mouse cursor over the various game icons. The icons will highlight and the center circle will update with information regarding the game you are considering. Left-click on the highlighted game icon to select the game you want to play. This will take you to the Game Setup Menu.

Note: If you would like to go back to the previous screen, left-click on the “<<” button.



♥ GAME SETUP MENU

The Game Setup Menu features several buttons that allow you to set certain gameplay options for that particular game *before* you begin play. Each menu button is described in detail below.



Opponents – The *maximum* number of players (2, 3 or 4) that can play depends on the actual game and variation selected. Left-click here to go to the Opponent Selection screen. From there, left-click on the total number of players you want for the game. Then left-click on the portrait arrow buttons to select the character(s) you want to play against. After you have selected your opponent(s), left-click on the “<<” button to return to the Game Setup Menu.



Variations – Several of the games offer different gameplay variations. If the particular game you wish to play features *two* or more variations, the center of the “Variations” circle will be red. If a game does NOT feature additional variations, the center of the “Variations” circle will be gray. To view the different variations available for play, left-click on the “Variations” circle. This will take you to the Choose Game Variation screen. From there, left-click on the desired game

variation icon to select it. After you have selected your variation, left-click on the “<<” button to return to the Game Setup Menu.



High Scores – High scores for the selected game are kept here. The *Parker Brothers Classic Card Games* program tracks your win/loss record and the highest skill level you achieved. To view this information, left-click on the “High Scores” circle. Left-click on the arrow buttons to cycle through the high scores for all of the games. Left-click on the OK button to return to the Game Setup Menu.



Tutorial – Every game has its own tutorial. To start a tutorial, left-click on the “Tutorial” circle. Ace, our very knowledgeable character, will then walk you through the steps of the game.

“Difficulty Level” – Each game features four levels of gameplay difficulty:

- Beginner
- Average
- Expert
- Master

To cycle through the available difficulty settings, left-click on the “Difficulty Level” circle.



Multiplayer/Single Player – Please refer to the ReadMe file for information.

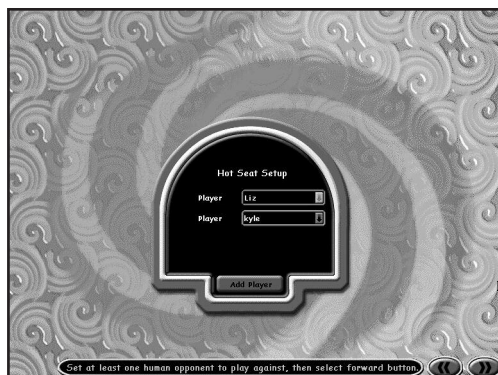
“?” – All screens feature the “?” icon. Click on it to go to the Options Menu. (See “The Options Menu” on page 11.)

♣ MULTIPLAYER SETUP SCREEN

Please refer to the ReadMe file for information.

HOT SEAT SETUP SCREEN

Players will be able to set up a hot-seat game with up to two, three or four participants (depending on the type of game selected) playing on the same computer. In hot-seat play, each player plays one complete turn. Players are then prompted to switch seats so that the next player can play his/her turn.



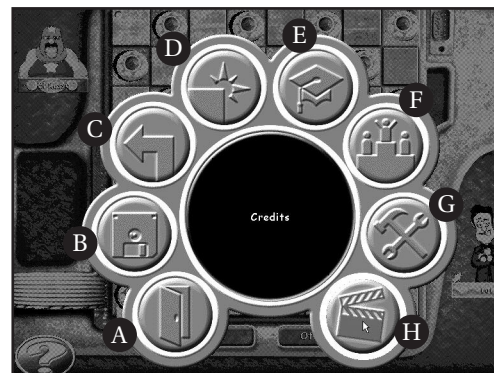
Player Name

This is a pull-down menu where the player can select a previously input name. This will be the name used to indicate the player in his/her score box, and will also be the name used to record his/her score in the High Scores table. The number of players here will default to the number that was set by the host player on the Opponent Selection screen. All players except the host will default to “computer” players. Once at least one other *human* player has been set, the game can start. All players designated as “computer” will be played by computer A.I. players.

Note: If you want to add a new player from this screen, click on the “Add Player” button. You will be taken to the Sign In screen where you can add new players.

When the player names have been selected, click on the “>>” button to begin play. If you select the “<<” button, you will be taken back to the Game Setup screen.

◆ THE OPTIONS MENU



Each option is explained in detail below:

A. Exit – Click here to exit the program and return to your Windows® desktop.

B. Save/Load Game – Click here to save the game you are currently playing, or to load a previously saved game.
Note: You can only save on your turn, and only one game per character is saved.

C. Back – Click here to go back to the previous screen.

D. Quit Game – Click here to quit the game you are currently playing. This will take you back to the Game Selection screen.

E. Tutorial – Click here for an entertaining crash course on how to play the currently selected game.

Note: This option is only available if a game has been selected.

F. High Scores – Click here to view the high scores for all games played.

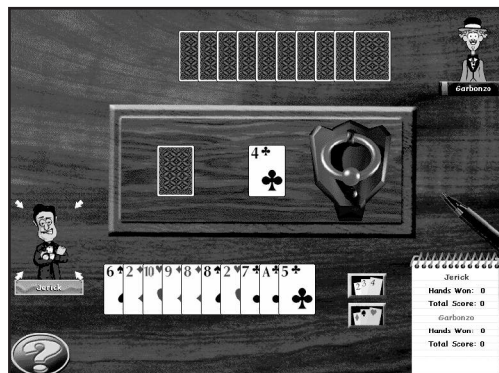
G. Preferences – Click here to change the volume for all in-game sounds effects, music and animations, or to change the speed of the character animations.

H. Credits – Click here to view the game credits.



LET THE GAMES BEGIN!

◆ GIN RUMMY



OBJECT

The object of Gin Rummy is to order your hand into sets, of which there are two types: *sequences* (3 or more cards of the same suit in consecutive order) and *groups* (3 or more cards of the same value). **Important!** A card can only be part of one sequence or group at a time. You cannot use the same card as part of both a sequence and a group. The first player to reach 100 points wins the game.

BASIC RULES OF THE GAME

Each player is dealt ten cards. The remainder of the deck is placed in the center of the “table” face down to form a “stock” pile. The top card is then turned over and placed beside the stock pile to form a discard pile.

A player's turn consists of drawing a card from either the discard pile or the stock pile and placing it in his/her hand. The player then chooses one card from his/her hand and plays it to the discard pile, ending his/her turn. If the player takes a card from the discard pile, he/she may not immediately discard that same card. Players take turns, until one or the other decides to *Knock*.

KNOCKING

A player may knock when all the cards in his/her hand that are NOT part of sequences or groups (called *deadwood*) total 10 or less points (Aces count 1 point, face cards 10, and all others their designated amount). A player must knock after drawing the card for his/her turn, but before discarding. The 10-point limit is calculated by assuming the player

will discard his/her highest unmatched card. Once a player knocks, he/she then completes his/her turn's discard. Both players then place their cards face up on the table. The non-knocking player may then “lay off” any of his/her unmatched cards by extending the sets of the knocking player — unless the knocking player has “Gin.”

Note: Knocking is purely optional.

SCORING

If the knocking player's point total is less than his/her opponent's, he/she scores a number of points equal to the difference. If the knocking player has no unmatched cards, this is called *Gin* and he/she receives an additional 25 point bonus. If the opponent's total is equal to or lower than the knocking player's, he/she has *undercut* and scores points equal to the difference, plus an additional 25 point undercut bonus.

THE GIN RUMMY GAME SCREEN

Each player's turn basically consists of two parts: *drawing* a card and *discarding* a card.

On your turn:

1. Click on either the stock pile or the discard pile to draw the top card.
2. Click on your row of cards to add the drawn card to it.
3. Now choose one of the cards from your row of cards to discard. Click on the card to select it. (If you wish to “Knock,” do so now. See “How to Knock” below.)
4. Move the selected card to the discard pile and then click on the pile to discard the card.
5. This ends your turn.

THE ONSCREEN BUTTONS

The Gin Rummy game screen features two onscreen buttons to the right of your row of cards:

- Click on the top button to sort your hand by numerical sequence.
- Click on the bottom button to sort your hand by each suit.

HOW TO KNOCK

First left-click on your final discard card to select it. Then move the selected card over to the knocker, and left-click to “knock.” This will end the hand.



♣ FREE PARKING®



OBJECT

To be the first player to score 200 points.

BASIC RULES OF THE GAME

Free Parking is a point-scoring card game in which you play “Feed the Meter” cards to add time to your parking meter, then run errands to score points. Errands take time off your meter so you’ll need to keep a healthy balance of playing Feed the Meter cards and running errands to score the most points. There is also the wild card option of playing “Second Chance” cards that can either help or hurt you.

A PLAYER’S HAND

Each player is initially dealt 5 cards. On your turn, you must draw a card to bring your card total up to 6 cards.

FEED THE METER CARDS

These cards let you put time on your meter. You need to “feed your meter” in order to play Errand cards. Feed the Meter cards feature “X” amount of minutes. The meter’s time display will adjust itself to show how much time you have fed into the meter. Your total time can never exceed 60 minutes.

ERRAND (POINT) CARDS

Errand cards score points. You only score points if your meter can accommodate the amount of time shown on the Errand card. **Note:** Errand cards can be played when there is not enough time on your meter. However, no points are scored. After you play an Errand card, your meter will subtract the number of minutes shown on that card.

VIOLATION

When your meter runs to zero, you are in violation. This will leave you vulnerable to Second Chance cards and other special cards, which can result in loss of points.

SECOND CHANCE CARDS

At the end of your turn, you may choose to either end your turn or draw a card from the Second Chance deck. Second Chance cards are special cards that can either help or hurt you. If you draw a Second Chance card, you must do what it says. If you do not take a Second Chance card, you must end your turn.

SPECIAL CARDS

Officer Jones – The Officer Jones card can only be played on a player whose meter is in “Violation.” The affected player will have his/her lowest point card deducted from his/her point total. Play this card directly on your opponent’s meter.

Talk Your Way Out of It – Playing this card allows you to negate any Officer Jones card played on you by an opponent. You can immediately play this card after an opponent plays an Officer Jones card on you. This card also blocks any Officer Jones cards played against you from the Second Chance deck. (See “Second Chance Cards,” above.)

Free Parking – Once a Free Parking card is played, you can immediately play an Errand card. This Errand card deducts no time from your meter.

Time Expires – This card will bring any opposing player’s meter to Violation. Play this card directly on your opponent’s meter.

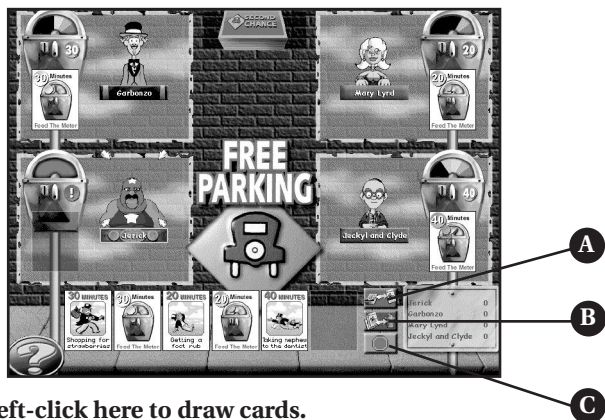
THE FREE PARKING® GAME SCREEN

On Your Turn:

1. Left-click on the red “draw card” button to draw enough cards to bring your hand up to a total of six cards. **Note:** If you don’t like your cards, you may – at the beginning of your turn – discard 3 of your cards and draw 3 new ones. (See “The Onscreen Buttons” on page 16.) The only other move you can make on this turn is to draw a Second Chance card, if you wish.
2. Left-click on the card you wish to play to select it.
3. Move the selected card to your meter if playing the card on yourself. Move the selected card to your opponent’s meter if playing the card on your opponent.
4. Left-click again to play the card.
5. If you wish, left-click on the Second Chance card deck. **Note:** This step is optional.
6. Left-click on the Stop Sign button to end your turn.

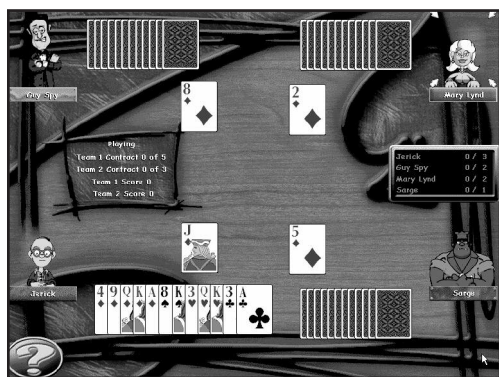


THE ONSCREEN BUTTONS



- A. Left-click here to draw cards.
- B. Left-click here to discard cards from your hand.
- C. Left-click here to end your turn.

♠ SPADES



OBJECT

To be the first team to score 500 points.

BASIC RULES OF THE GAME

Spades is a 4-player partnership game where the object is to make contracts to take a certain numbers of “tricks.” Spades is played with a standard deck of cards. Ace is high. Spades is always the *trump suit*, making spades more powerful than

any other suit. When a round is played, the highest card played of the suit led will collect all the cards for that round (called “taking the trick”), unless a spade was played. Whenever spades are played, the highest spade takes the trick. A game of Spades will take several rounds to play.

BIDDING TRICKS

At the start of each game, the entire deck is dealt to the four players (13 cards each). Each player bids the number of tricks he/she believes he/she will take for the round (0-13). The sum of the two partners’ bids becomes that team’s contract. **Note:** Partners are “seated” *diagonally* across from each other onscreen. Teams score points by making the contracts that they bid.

SPECIAL BIDS

Nil Bid: Bidding zero tricks is called a *Nil* bid. If you make a Nil bid, you must select three cards from your hand, and pass them face down to your partner. Your partner must then make his/her bid before passing three of his/her cards back to you. Only after your partner has made his/her bid may he/she look at the cards that you passed. **Note:** If both partners bid Nil, no cards are exchanged.

Double Nil Bid: At the start of a round, *before* looking at your cards, you may bid Double Nil. Bonuses and penalties are then double those for a Nil Bid. (See “Nil Bid Scoring Bonus/Penalty” on page 18.) Card exchanges, however, are handled the same as a Nil Bid.

PLAYING YOUR CARDS

The player to lead a round can play any card except a spade — unless the player only has spades. Moving clockwise, each player then plays one card of the suit played. If you do not have a card of that suit, you may play any card.

Once each player has played a card, the player who played either the highest spade, or the highest card of the suit led, takes the trick. Play continues until all cards have been played (a total of 13 tricks).

SCORING

Each partnership that takes the total number of tricks in its contract receives 10 points for each trick bid and 1 point per “overtrick.” Partnerships that fail to make their bid lose 10 points per trick bid, thus making negative points possible. If a team accumulates 10 or more “overtrick” points, the team will lose 100 points.

Important! If one or both partners bid Nil, each hand is scored separately.



Nil Bid Scoring Bonus/Penalty

If one partner bids Nil – the team receives points based on the number of tricks the other partner bid, plus a 100-point bonus if the Nil player did not take any tricks. However, if the Nil player did take any tricks, the team loses 100 points.

If both partners bid Nil – the team receives a 200-point bonus if neither partner took any tricks — or loses 200 points if either partner did.

HOW TO WIN

The first team to reach 500 points wins the game.

THE SPADES GAME SCREEN

At the start of a round, you must make a choice: *Bid 2x Nil* or *Reveal Cards*.

Bid 2x Nil – Left-click on this button to make a Double Nil Bid. (See “Double Nil Bid” TBD.)

Reveal Cards – Left-click on this button to see the cards that were dealt to you. This will bring up the Set Bid box.

SET BID BOX

After you study your cards, you must make a bid. Left-click on the up and down arrows to enter your bid number. Then left-click on the Bid button to confirm your bid. If you bid Nil, you will be asked to exchange cards.

EXCHANGING CARDS

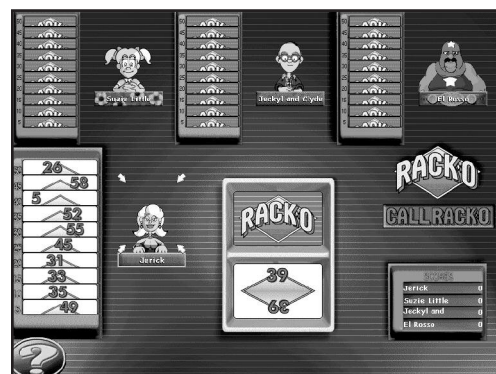
To exchange cards, left-click on each of the three cards you wish to exchange. **Note:** If you change your mind, left-click again on the same card to deselect it. After you have selected your three cards, left-click on the Exchange button to complete the exchange.

HOW TO PLAY A CARD

On Your Turn:

1. Left-click on the card you want to play.
2. Move the selected card anywhere above your row of cards. A card-shape outline will appear indicating that your selected card is playable.
3. Left-click to play that card.

◆ RACKO™



OBJECT

To be the first player to score 500.

BASIC RULES OF THE GAME

At the start of the game, each player is dealt ten cards. Each card is automatically placed in the players rack, starting at slot #50 at the back and working down to slot #5 at the front. The rest of the cards are placed number-side down in one side of the tray to form the Draw Pile. The top card is turned over and placed in the other side of the tray to form the Discard Pile.

RACKO is played in rounds. Each round ends when a player calls “RACKO” by getting his/her cards into order, from LOW at the front end of the rack to HIGH at the back. Play continues until one player reaches 500 points.

PLAYING A ROUND

On your turn, take the top card from *either* the Discard Pile or the Draw Pile.

If you take from the Discard Pile: You *must* exchange the drawn card with one in your rack. Put the card from your rack face up on the Discard Pile. This ends your turn.

If you take from the Draw Pile: You *may* exchange it for one card in your rack, OR you may choose to discard it, face up, on top of the Discard Pile. This ends your turn.

Note: If you use up the Draw Pile, the Discard Pile will be used to start a new Draw Pile.

Winning a Round

As soon as one player calls “RACKO” by getting all 10 cards in numerical progression, the round ends, play stops, and the round is scored.



Scoring a Round

The player who calls “RACKO” scores 75 points: 5 points for each card and 25 points for going out. The other players score 5 points for each card in their racks that is correctly arranged from LOW to HIGH, starting with the first card in slot #5, and ending wherever the succession of higher cards has first been broken.

THE VARIATIONS

RACKO Consecutive

A player may NOT call “RACKO” unless at least three cards are in exact consecutive order. For example, three cards from front to back numbered 24, 25, and 26.

Bonus RACKO

The player who calls “RACKO” receives bonus points for every consecutive run of three or more cards in the rack. The bonus is added to the 75 points scored for calling “RACKO.” Bonus points for runs are as follows:

RUN	POINTS
3-card	50
4-card	100
5-card	200
6 or more	400

Note: If you call “RACKO” with 2 or more runs in your rack, you receive a bonus for only ONE of them (the longest, if there is a difference.)

THE RACKO™ GAME SCREEN

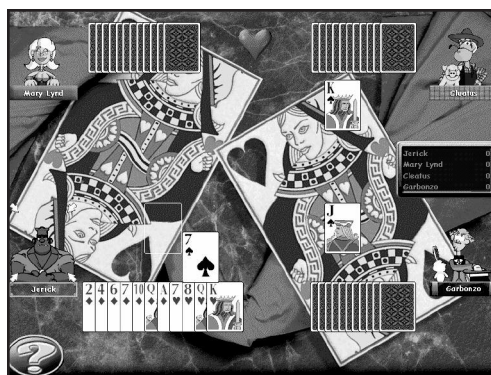
On Your Turn:

1. Left-click on either the Draw Pile or the Discard Pile to select its top card.
2. If you wish to keep the selected Draw Pile card, carry it over to your rack. (You *must* keep a Discard Pile card.) Move the selected card up and down your rack until the card you want to exchange it with highlights.
3. Left-click to exchange the selected card with the highlighted card in your rack. This ends your turn. Play then continues clockwise.

CALL RACKO

When you have “RACKO” (all ten of your cards in numerical progression), the CALL RACKO button will highlight. Left-click on the button to end the hand.

♥ HEARTS



OBJECT

To be the player to score the *fewest* points.

BASIC RULES OF THE GAME

Hearts is a 4-player game. A game lasts several hands, until one player exceeds 100 points, at which time the player with the lowest score wins. The only cards worth points are any heart and the Queen of Spades. Each heart is worth one point and the Queen of Spades is worth thirteen points. After each hand, players receive one penalty point for each heart card that they took in tricks. Scoring is done automatically.

THE DEAL

Play begins with thirteen cards being dealt to each player. Each player then selects three of their cards, and passes them to another player as directed.

GAMEPLAY

The player holding the Two of Clubs opens with that card as lead. Play then passes to the left, with each player playing a card of the same suit if possible. If not possible, the player may then play any card. Once each player has played one card, the player who played the highest card in the suit led wins the trick. The player who wins the trick plays first on the next hand.

Note: A trick cannot be led with a heart until at least one has been played during a trick, or the player has nothing but hearts in his/her hand.

WINNING

Once a player's score reaches 100 points, the game ends. At that time, the player with the *fewest* number of points wins.



SPECIAL EVENTS

“Shoot the Moon” – This happens when in *one* hand *one* player takes all 13 hearts and the Queen of Spades. The player then scores zero points, and all other players are penalized with the addition of 26 points.

THE HEARTS GAME SCREEN

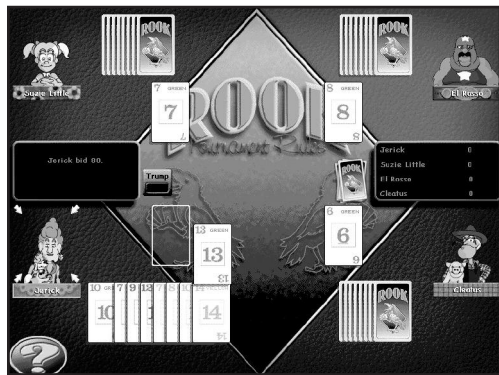
How to Pass Your Cards

1. Left-click on each of the cards you wish to pass. The selected cards will become highlighted. If you change your mind, left-click again on the same card to deselect it.
2. Once you've selected your three cards, left-click on the “Pass” button to complete the pass. After the card pass is complete, play begins.

Playing Your Cards

1. To put a card into play, left-click on one of the cards in your hand.
2. Move the selected card above your hand. You will see a card-shaped outline indicating where your card will be placed. Left-click to put your currently selected card into play.
3. The highest card played of the suit led wins the trick.

◆ ROOK®



OBJECT

To be the first partnership to reach a total score of 300 points by capturing “Count Cards” in tricks. If both sides exceed 300 points at the end of the same hand, the higher total wins. In the case of a tie, another hand is played to determine the winner.

BASIC RULES OF THE GAME

Partners

The “Tournament” game of *Rook* is a 4-player partnership game, where partners are seated diagonally across from each other.

The Deck of Cards

The basic deck consists of 56 cards numbered 1 through 14 in each of four different colors (green, red, black and yellow). For this game, the 1's, 2's, 3's, and 4's are removed from the deck and the Rook Bird card is added, for a total of 41 cards.

The Deal

Cards are dealt one at a time and include a 5-card “nest.” Each player receives his/her first card, then one card is placed face down in the center of the table as the first nest card. This is repeated until there are 5 cards in the nest. The remaining cards are then dealt to the four players (a total of 9 cards per player).

Scoring

Only certain cards in the deck, called “Count Cards” or “Counters,” have point values:

Each 5	5 points
Each 10	10 points
Each 14.....	10 points
Rook Bird	20 points


The Counters are the only cards that have value for scoring. Each partnership's score is the sum of all the Count Cards in the tricks they captured. **Note:** If the partnership does not capture enough Counters to make a score equal to the bid, the partnership is set back the *full* amount of the bid, and they get *no credit* for the Counters they captured. If they capture more than their bid, full credit is given for all Counters. If your partnership did not win the bid, you still receive points for your Count Cards.

Scoring example: The partnership that took the bid at 90 collected only 75 points in Count Cards. The full 90 points is deducted from their score (or they're given -90, if it's the first hand); they do not score the 75 points they did collect. Their opponents, who collected the remaining Count Cards, are given 45 points.

Bidding

Players bid for the privilege of choosing the trump color. There is a great advantage in being the player who chooses trump color, since a trump card can capture any card of any other color. Your opening bid must be at least **70 points**. Bids must be divisible by 5, such as 70, 75, 80. You are bidding the number of points (from Count Cards) you think you and your





partner will be able to capture with your hands provided you are able to name the color that will be trump. If you captured all Count Cards you would score 120 points (the maximum number of points that can be scored). You should remember, there's always a risk when you take the bid!

Note: To calculate what you could bid, count up the value of the Count Cards in your hand. Look at the number of high cards you have, as well as the distribution of colors. If you have no cards of one suit, you can trump in (with the color you named) when that color is led and win the trick.

Bidding passes clockwise. You may, but need not, bid on your turn. Either bid at least 5 points higher than the last bidder or “pass.” Having passed, you may not bid again that hand. Bidding continues in turn until no player will bid higher.

The Nest

The highest bidder adds the 5 cards in the nest to his/her hand, then lays down any 5 cards to one side. You may bury Count Cards in the new nest if you wish, or take this opportunity to discard one or two colors completely so you can trump these colors when they are led against you. The player who takes the last trick captures the nest as well; for this reason, you may want to put “eggs” into the nest, such as unprotected 10’s and 5’s, if you think you’ll take the last trick.

After adding the nest to his/her hand and discarding five cards, the high bidder announces trump color, usually the color in which he/she holds the most cards.

The Gameplay

After trump color has been announced, the first player “leads” any card of any color face up to the center of the table. Play passes to the left, each player in turn playing one card face up. After each player has played, the highest card of the color led takes all the cards played. This is called “taking a trick.” The person who takes the trick makes the next lead.

Note: Unless you play the Rook Bird card, you must “follow suit” if possible. If you have a card of the color led, you must play that color. If you can’t follow suit, you may throw away a worthless card, play the Rook Bird card, or play a trump. The highest card of the color led takes the trick unless this trick is trumped, in which case the highest trump takes the trick. The Rook Bird takes any trick on which it is played — it trumps trump! Remember, you and your partner will add your Counters together so, if you think your partner may take the trick, play a Counter.

The player who takes the last trick captures the nest and scores any Counters found in it.

Rook Bird Card

This Rook uses the powerful Rook Bird card, which is used as the highest trump card no matter what color is named as trump.

- You may play the Rook Bird card **at any time**, regardless of the color led and regardless of the other cards in your hand. It is the only card that has this privilege.
- If led, all other players must play a trump, if they have one.
- If trump color is led and you have no other trump card, you **must** play the Rook Bird.

HOW TO WIN

When all cards in the hand have been played, each partnership counts up the Count Cards it collected. (See “Scoring” on page 23.) The partners’ scores are added together. Play continues until one partnership reaches 300 points and wins.

THE ROOK® GAME SCREEN

ENTER BID

After the cards have been dealt, you must choose whether to enter a bid or pass.

Pass – If you do not wish to enter a bid, click on the Pass button. This will pass this option to the player on your left.

Bid – If you want to enter a bid, left-click on the up and down arrows to select your bid amount and then click the Bid button. Your bid will be shown to the other players, where they then have the option to up the bid. A successful bid will move you to the card exchange sequence.

EXCHANGE CARDS/CHOOSE TRUMP

Left-click on the cards you wish to exchange in your hand with any of the cards shown in the center of the screen. When finished, click the “Done” button. Once the exchange is complete, you will be asked to pick your trump color. Left-click on the color you wish to use as trump.

On Your Turn:

1. To place a card in play, left-click on one of your cards to select it.
2. Move the selected card above your hand. A card-shaped outline will appear indicating where your card will be placed.
3. Left-click to play the selected card.

THE VARIATIONS

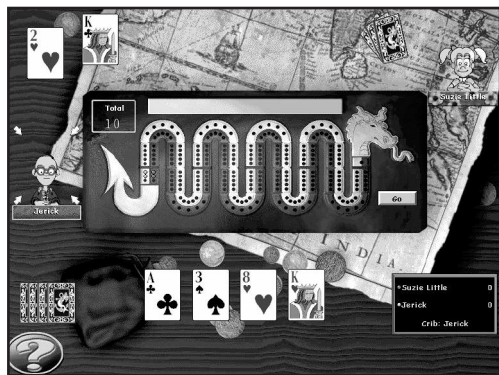
ROOK TOURNAMENT RULES (4 Player only) – This is the default game described above in pages 22 - 25.



ROOK ORIGINAL (3 or 4 Player) – This version is essentially the same as the original game published in 1906. It is played with the entire deck, minus the Rook Bird card. The maximum bid, therefore, is 100 points. Games are played to 150 points. This version is not a partnership game, so all bids are for individual players only, and are scored accordingly. There is no minimum bid. Each player is dealt 14 cards. There is no nest. **Note:** In a 3-player game, the 1's, 2's, 3's and 4's are removed from the deck, and the person to the left of the dealer will end the hand with one extra card.

ROOK RED ONE (4 PLAYER ONLY) – This version uses the same deck as the Tournament Rules described on page 25 with the addition of the Red 1 card. The nest here features six cards instead of the normal five. Games are played to 500 points. Red One is played exactly as described in the Tournament Rules, except that the Red 1 card is the highest trump of all — even higher than the Rook Bird — and is worth 30 points. The maximum bid is 150 points, with a minimum bid of the usual 70 points. In this version, the Rook Bird and Red 1 cannot be played if the player could have followed suit.

♠ CRIBBAGE



OBJECT

Cribbage is a two-player game where the object is to score points by counting combinations of cards during different stages of the game. Cribbage is played with a standard 52-card deck, with cards ranking from the King (high) to the Ace (low). The face cards have a value of ten, the Ace has a value of one, and the other cards are tallied according to their number. Pegs on the cribbage board are used to keep track of points.

THE CRIBBAGE BOARD

Our cribbage board is made up of two rows of 120 holes each, and one additional hole at the end of the board. When a player scores, the computer automatically marks the score on the board by jumping the player's rear peg ahead of the other by a corresponding number of holes. The game is played until one player reaches the end of the board for a total of 121 points.

THE DEAL

One player will randomly be selected to be the "Dealer" for the first hand. Thereafter, the deal alternates between the players. The computer will deal each player 6 cards. Each player studies his/her hand and must then discard two of his/her cards. These four discarded cards are placed together, forming an extra hand known as the "Crib." There are therefore three hands of four cards each for each deal. They are:

- The opponent's hand
- The dealer's hand
- The Crib

STARTING THE GAME

After both players have discarded to the Crib, the game begins. The computer turns the top card from the deck face up to start play. This card is called the "Start." It is not used in the play. It is, however, counted with each hand and the Crib after play is completed. If the Start is a Jack, the dealer pegs two holes on the board for "Nobs."

PLAYING THE HANDS

The *non-dealer* plays any card from his/her hand face up in the play area. The dealer then responds with a card from his/her hand. Playing alternates until the sum of the cards played is 31, or until neither player can play without exceeding 31.

When a player is unable to play a card without putting the total over 31, he/she must announce "Go." The other player then pegs one for the "Go" and continues playing until he/she reaches 31 (for a score of two points) or until he/she cannot play a card without putting the total over 31. All cards are then cleared from the play area and the count begins again with both players playing out their hands without going over 31. Play continues this way until both players have exhausted their hands. The "last card" played scores one point. **Exception:** If the "last card" makes 31, only two points are pegged. There is no "last" in this case.



SCORING DURING PLAY

In playing the cards (the “Pegging” round), each player tries to “peg” as many points as possible by making the scoring combinations listed below:

Scoring a “Go”1 peg

“Last Card”1 peg

Making 31 2 pegs

Being the first to score 15 exactly..... 2 pegs

Making a pair (Pairing goes by rank) 2 pegs

Playing 3rd card of rank (making 3 of a kind) 6 pegs

Playing 4th card of rank (making 4 of a kind) 12 pegs

Runs* (playing a card in sequence of rank with two or more cards played before it)..... 1 peg for every card in the run

* For example: 2, 4, 3. (Cards need NOT be in sequential order. A foreign card may not intervene. Suit is not considered when scoring a run.)

“SHOWING”YOUR CARDS

The “Showing” round is the scoring done *after* all cards in the players’ hands have been played out. Showing begins with the non-dealer’s hand, then the dealer’s, and then the Crib. The Start card is counted as a *fifth* card when scoring all three of the hands. Cards can form multiple combinations and are scored separately for *each* combination they form.

Note: The dealer always gets the Crib’s score. Scoring is as follows:

Fifteen (any combination of cards that totals 15) 2 pegs

Pairs 2 pegs

Three of a kind 6 pegs

Four of kind 12 pegs

Runs (three or more consecutive cards)..... 1 peg for every card in the run

Flush (four cards of the same suit in your hand, not the Crib)4 pegs

- If the Start card is also the same suit5 pegs
- If the Crib and the Start are ALL the same suit (dealer only)5 pegs

His Nobs* (If you have a Jack in hand that is the same suit as the Start)1 peg

* Remember, the dealer gets 2 pegs for a Jack as the Start card.

THE CRIBBAGE GAME SCREEN

How to Place Cards in the Crib

1. Left-click on each card you wish to move. The selected cards will highlight. If you change your mind, click on the same card again to deselect it.
2. When you have selected your two cards, click on the “Play” button to place the selected cards in the Crib.
3. The non-dealer begins play.

On Your Turn:

1. Left-click on the card you want to play.
2. Move the selected card to the play area above the cribbage board. A card-shaped outline will appear indicating where that card will be played.
3. Left-click to play that card.

Say “Go”

When you are unable to play a card without going over 31, you will be prompted to say, “Go.” Left-click on the “Go” button to advance the play.

Scoring

The computer will automatically score all hands, and will handle all peg movements.



◆ MILLE BORNES®



- A. Battle Area
- B. Speed Area
- C. Safety Area
- D. Distance Area

A Little Background Info

Along the roads in Europe – especially in France – one sees small cement markers at regular intervals. The French call these markers *bornes kilométriques*. We know them as kilometer-stones or milestones. Milestones show the number of the route as well as the distance to the next town. Their red or yellow color also shows whether the route is a national highway or a local road. These markers give this game its name: MILLE BORNES (pronounced “MEEL BORN”) which means “a thousand milestones.”

Mille Bornes is a game for 2, 3 or 4 players. It is usually played as a partnership game by 4 players – 2 on each team.

RULES FOR A 4-PLAYER GAME

OBJECT

As a driver, you must follow the rules of the road. Namely: You can go only when the light is green. You must stop when the light is red. You must obey speed limit signs. If you get a flat tire, you must use a spare. If you run out of gas, you must refill your tank. If you have an accident, you must repair your car.

In this card game, you must follow these very same rules. And while sticking to them, you and your partner must try to travel 1,000 miles along an imaginary road. But be careful! Your opponents are trying to do the same and will try to slow you down by placing hazards in your path. Your challenge: to accumulate mileage by overcoming these hazards, while also trying to slow your opponents’ progress with hazards of your own.

The ultimate object of the game is to be the first team to accumulate a total of 5,000 points. (This will take several hands of play.) In doing so, you must try to complete a trip of exactly 1,000 miles in each hand played.

THE CARDS

The *Mille Bornes* deck features several different kinds of cards.

Distance Cards – These are the cards with the milestones on them. Each one represents a distance of 25, 50, 75, 100 or 200 miles. When played, they are added together to determine the distance traveled.

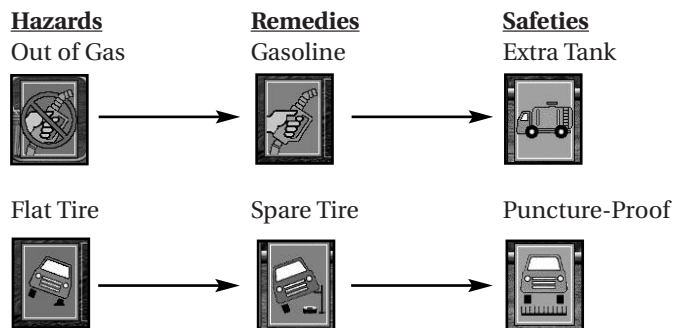
Hazard Cards – There are 18 Hazard Cards: 3 Out of Gas, 3 Flat Tire, 3 Accident, 4 Speed Limit, and 5 Stop.

Remedy Cards – There are 38 Remedy Cards: 6 Gasoline, 6 Spare Tire, 6 Repair, 6 End of Limit, and 14 Roll.

Safety Cards – There are 4 Safety Cards: 1 Extra Tank, 1 Puncture-Proof, 1 Driving Ace, and 1 Right of Way.

HOW THE CARDS RELATE

For each Hazard Card there is a corresponding Remedy Card that overcomes the hazard. There is also a corresponding Safety Card that not only overcomes the hazard but also prevents it from occurring again.



Hazards

Accident



Remedies

Repairs



Safeties

Driving Ace



Speed Limit



End of Limit



Right of Way



Stop (Red)



Roll (Green)



Right of Way



WHERE TO PLAY THE CARDS

The cards are placed underneath the car and the players who ride in it.

This unusual deck of cards also has an unusual method of placement. There are 4 basic play areas: a Battle Area, a Speed Area, a Distance Area, and a Safety Area. (See "The Mille Bornes Game Screen" on page 37.)

Setup

Each player is dealt 6 cards face up. The remaining cards are then placed face down in a stack. These cards form the draw pile.

HOW TO PLAY THE CARDS

Hazard Cards

Stop, Out of Gas, Flat Tire, and Accident

Play these cards offensively onto your opponents' Battle Area. By playing one, you temporarily prevent your opponents from gaining any further distance.

Speed Limit

Play this card onto your opponents' Speed Area. While it is showing, your opponents can play 25-mile and 50-mile Distance Cards only.

Remedy Cards

Gasoline, Spare Tire, and Repair

Play these cards defensively onto your own team's Battle Area. Play one onto the corresponding hazard an opponent has played against you. By doing so, you overcome the hazard and may again be able to play a Distance Card.

Roll

Play this card onto a Stop Card an opponent has played against you. Also, after playing a Gasoline, Spare Tire or Repair Card, you must first play a Roll Card on a subsequent turn in order to play further Distance Cards. As you'll learn further on, the exception to this rule is when the Right of Way Card is in your Safety Area. **Important!** You cannot play a Distance Card at the start of a race until you play a Roll Card.

End of Limit

Play this card onto your own team's Speed Area to counter a Speed Limit Card played against you. Your team can then resume normal speed and play any Distance Card.

Distance Cards

You may play Distance Cards when a Roll Card is on top of your Battle Area or – as you'll learn – when the Right of Way Card is in your Safety Area.

You may play almost any combination of Distance Cards to make 1,000 miles. You may not, however, play more than two 200-mile cards. You can either replace a 200-mile card in your hand, or discard it by carrying it over to the trash can and left-clicking. Under no circumstances may you play Distance Cards that will bring your total over the 1,000-mile mark. If you should place a Distance Card that causes your mileage to exceed 1,000, you will hear a beep informing you that you may not play that card.

Safety Cards

Right of Way, Extra Tank, Puncture-Proof, and Driving Ace


Play these cards in your team's Safety Area. By playing one, you gain several advantages:

1. You overcome a corresponding Hazard Card an opponent has already played against you.
2. You prevent your opponents from playing a corresponding Hazard Card for the rest of the hand.
3. By playing a Safety Card you may *immediately draw another card and take another complete turn.*

The Right of Way Card is the most powerful card in the deck for several reasons:

1. Because it cancels a Hazard already in play, it allows you to play 75-mile, 100-mile and 200-mile Distance Cards even if a Speed Limit Card is already showing on top of your Speed Area.
2. It prevents your opponents from playing a Stop Card onto your Battle Area or a Speed Limit Card onto your Speed Area.
3. It permits you to play Distance Cards even if you don't have a Roll Card exposed.





But remember, even though they can't play a Stop or Speed Limit Card on you, your opponents may still stop you by playing Out of Gas, Flat Tire, or Accident Cards onto your Battle Area. In these cases, however, you still don't need to play a Roll Card in order to be able to play Distance Cards. You only need to play the proper Remedy Card.

COUP FOURRE (pronounced "Coo-Foo-Ray")

Coup Fourre is a French fencing term for "counterthrust." It describes the action by which one fencer parries the opponent's thrust and counterattacks in the same maneuver. In this game, the action is similar and operates in the following manner.

If an opponent plays a Hazard Card – on you or any other player – and you hold the corresponding Safety Card, the Safety Card will automatically be played to your Safety Area as a "Coup Fourre."

You may play a Coup Fourre whether or not it is your turn.

A Safety Card played as a Coup Fourre entitles you to the following advantages:

1. Immediately remove the Hazard Card from your Battle Area or Speed Area (in the case of the Right of Way Card) and place it onto the discard pile.
2. Take an extra turn.
3. You are protected from the corresponding Hazard Card for the rest of the hand.
4. You'll score the base 100 points for a Safety Card plus an additional 300 points for having played it as a Coup Fourre, for a total of 400 points.

When you finish your turn, play continues around the table in the usual manner. Any players between you and the player who played the Hazard Card that started the Coup Fourre, lose their turns.

PLAYING

Your turn consists of two parts: drawing one card and adding it to your hand; then either playing one card to the table or discarding one card to the discard pile. Thus, you always hold 6 cards in your hand at the end of each turn.

If you're the first player, start by drawing a card from the draw pile and adding it to your hand. You then must make one of the following plays:

A. If you have a Roll Card, you may play it face up to the table to start your Battle Area. Your turn ends, and play passes to the opponent on your left.

B. If you have a Safety Card, you may play it face up. Whenever you play a Safety Card, you may immediately take another complete turn. Start by drawing another card from the draw pile. If you have another Safety Card, you may play it and still have another turn, and so on.

C. If you have a Speed Limit Card, you may play it in front of an opponent, even though your opponent has not yet had a chance to play and thus has no Roll Card exposed. This play starts your opponents' Speed Area.

D. If you can't make any one of these plays, you must discard one card, face up, thus starting the discard pile. Discarded cards are out of play for the rest of the hand.

When the first player has finished his/her turn, the second player starts by drawing a card. As the second player, you may then make any one of the plays already described, with two additional possibilities. If the first player played a Roll Card, you may play a Hazard Card on top of it. If the first player played a Speed Limit Card, you may play an End of Limit Card on top of it.

As the third player, you play as a partner of the first player and don't start any piles of your own. You have the same possible plays as the first and second players. If, however, your partner played a Roll Card or a Right of Way Card, you may play a Distance Card in front of your partner, thus starting the Distance Piles for your team.

As the fourth player, you play as a partner of the second player and don't start any piles of your own. You have the same possible plays as the first, second, and third players. Play then continues, in turn, until the end of the hand.

Special Notes


A. When beginning a hand, usually it's better to play a Roll Card to get your distance started rather than playing a Hazard Card against your opponents.

B. Ordinarily, you must show a Roll Card on your Battle Area in order to play Distance Cards. The exception is when the Right of Way Card is displayed in your Safety Area. This card allows you to play Distance Cards even if you don't have a Roll Card exposed.

C. If you can't use a card, don't hold it in your hand. Instead, discard it. *For example:* A 200-mile card has no value once you've played two of them; and an Out of Gas Card has no value if your opponent has played the Extra Tank Card in his or her Safety Area.

D. Try to remember which cards have been played. *For example:* A Spare Tire Card has no value when all the corresponding Flat Tire Cards have been played.





E. You can play a Speed Limit Card on your opponents' Speed Area even when there is a Hazard Card displayed on their Battle Area, and vice versa.

F. You are allowed to place a Hazard Card directly on top of another Hazard Card that's not yet remedied. But don't expect both hazards to count. *Only the Hazard Card that's on top of the pile counts.*

G. Don't forget to take an extra turn each time you play a Safety Card.

H. Each Coup Fourre earns you 300 points *in addition* to the 100 points you automatically collect for that same card played as a Safety Card. Therefore, whenever possible, play a Safety Card as a Coup Fourre. However, don't hold out for a Coup Fourre too long. You'll get no credit for a Safety Card that's still in your hand at the end of the game.

ENDING A HAND

There are two ways to end a hand:

1. When one team completes a trip of *exactly 1,000 miles*, OR
2. When there are no more cards in the draw pile. In this second case, players must try to play out the remaining cards in their hands. Once all playable cards have been played, the hand is over.

If you complete the trip of 1,000 miles **after** all the cards in the draw pile are gone, the play is referred to as *Delayed Action*. By completing a trip in this way, you'll score 300 bonus points.

WINNING

A game will usually consist of several hands. The team that first scores 5,000 points wins. If both teams exceed 5,000 points on the same hand, the team with the higher total points wins the game.

SCORING

Scores are totaled at the end of each hand as follows:

- Each team scores as many points as the total number of miles it has traveled.
- Bonus points for completing a trip of 1,000 miles — **400 points**
- Bonus for each Safety Card played — **100 points**
- All four Safety Cards played by the same team (in addition to the 100 points scored for each Safety Card) — **700 points**
- Each Coup Fourre (in addition to the 100 points scored for playing a Safety Card) — **300 points**
- Delayed Action (Bonus points for completing a trip after all cards have been played from the draw pile) — **300 points**

- Safe Trip (Bonus points for completing a trip without playing any 200-mile cards) — **300 points**
- Shut-Out (Bonus points for completing a trip before opponents have played any Distance Cards) — **500 points**

RULES FOR A 2 OR 3-PLAYER GAME

In a game of 2 or 3 players, you're on your own. Your own game piles will be displayed in front of you. With the following exceptions, playing and scoring are the same as in the 4-player partnership game:

A. Before the hand is dealt, the following cards are removed: 1 Stop, 1 Accident, 1 Out of Gas, 1 Flat Tire, and 1 Speed Limit.

B. The distance of a trip is shortened from 1,000 miles to 700 miles.

C. Extend Play: If you are the first to reach exactly 700 miles, you may – if you wish – choose to continue the hand to 1,000 miles. To do this, you must call for an “Extension.” The hand then goes on until someone reaches 1,000 miles or until no one has any cards left.

The first player to reach 1,000 miles scores the usual 400 bonus points for completing the trip. If the hand ends after all the cards have been played without any player reaching 1,000 miles, no one receives the 400 bonus points.

If you are the player who calls for an “Extension” and are also the first to reach 1,000 miles, 200 bonus points are added to the 400 points for completing a trip. If you call “Extension” and someone else reaches 1,000 miles, 200 bonus points are given to each opponent.

THE MILLE BORNES® GAME SCREEN

On Your Turn:

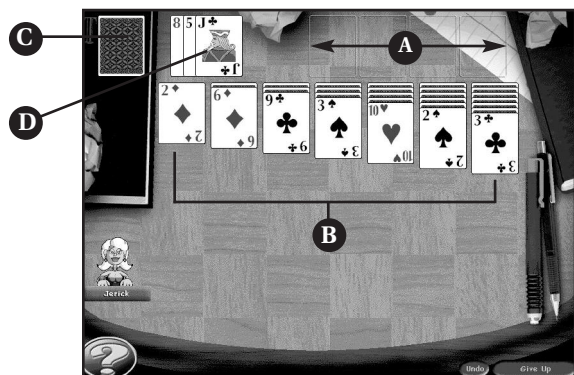
1. Left-click on one of your cards to select it.
2. Move the selected card above your card area, or over to your opponent's Battle Area.
3. A card-shaped outline will appear indicating where the selected card will be placed.
4. Left-click again to place the card.

How to Discard

1. Left-click on one of your cards to select it.
2. Move the selected card over to the discard area.
3. A card-shaped outline will appear next to the trash can.
4. Left-click again to discard the card.



♣ SOLITAIRE



- A. Foundation Piles
- B. Tableau Piles
- C. Stock Pile
- D. Waste Pile

OBJECT

To move all of the cards to the four Foundation piles.

BASIC RULES OF THE GAME

Setup

- Twenty-eight cards are dealt into 7 *Tableau* piles.
- The number of cards in the *Tableau* piles increase from 1 to 7 as you go from left to right.
- The top card of each *Tableau* pile is placed face up; the others cards in the pile face down.
- The remaining cards are placed face down in a *Stock* pile.
- Space is created above the *Tableau* piles to form 4 *Foundation* piles.

Stock Pile and Waste Pile

Cards are drawn from the *Stock* pile (either one-by-one or three at a time, depending on the variation you are playing) and placed in the *Waste* pile face up. The top card is always available for play. If the *Stock* pile becomes empty, the cards in the *Waste* pile are used to form a new *Stock* pile (if playing the 3-card-draw variation). There is no limit to the number of times you can go through the *Stock* pile. **Note:** If playing the 1-card-draw variation, you are only allowed to go through the *Stock* pile once.

Tableau Piles

Build the *Tableau* piles down by alternate color. The top card of each *Tableau* pile is available for play on another *Tableau* pile or on the appropriate *Foundation* pile. Groups of cards in the proper sequence can be moved as a unit. Spaces in the *Tableau* piles can be filled only by Kings (or a group of cards with a King at the bottom).

Foundation Piles

As Aces become available, move them to form the *Foundation* Piles. From there, build up in suit from Ace to King.

THE SOLITAIRE GAME SCREEN

On your turn:

1. Click on the *Stock* pile to draw cards for play.
2. Click on a card to select it (either from the *Waste* pile or a *Tableau* pile) and move it to the location where you would like to place it (either on a *Tableau* pile or on a *Foundation* pile).
3. Click to place the card in that location.
4. Click on any facedown *Tableau* pile top card to reveal it.
5. Repeat steps 1 - 4 until you can no longer move any cards.

The Onscreen Buttons

The Solitaire game screen features two buttons:

Undo – Click here to return the last card you moved to its previous position.

Give Up – Click here to end the game and see your final score.

HOW TO WIN

If you move all of the cards to the four *Foundation* piles, you win!





♣ CREDITS

HASBRO INTERACTIVE

Producer
Erik Harshman

Senior Producer
Eric Hayashi

Director of Design
David Walls

Designer
Sam Doe

MANAGEMENT

President
Tom Dusenberry

*V.P. Research and
Development*
Tony Parks

*V.P. Product Development
Worldwide*
Kevin Gillespie

BUSINESS DEVELOPMENT

Director of New Business
John Sutyak

ADMINISTRATIVE SUPPORT

Sarah Perry

QUALITY ASSURANCE

*Director of Quality
Assurance*
Michael Craighead

*Manager of Technical
Services*
Tony Moreira

Test Supervisor
Kurt Boutin

Lead Test
Dan McJilton

Testing
Mark Huggins
Jen Kaczor
Randy Lee
Jake Hopkins

Testing Cont.
Andy Mazurek
Dave Savageau

MARKETING

Product Manager
Scott Schaier

*Director of Marketing
Services*
George Burtch

Director of Marketing
Gale Steiner

Public Relations
Dana Henry

CREATIVE SERVICES

Creative Services Director
Steve Webster

Creative Services Manager
Kathryn Lynch

Art Director
Steve Martin

Graphic Designers
Jennifer Brackett
Patricia McCarthy

Editorial Specialist
Elizabeth Mackney

LEGAL AND FINANCE

Donna Mahan
Bruce Kelly
Ron Parkinson
Donna Fuchs
Linda Ferros

OPERATIONS

Bob Sadacca
Tracy Kureta

Special Thanks
Chage
Michael Gray478
Winning Moves
Former residents of
Happy Mansion

RANDOM GAMES

Producer
Rhonda L. Henderson

Lead Programmer
Bruce Ballard

Art Director
Tony Nichols

Animation Director
Bill Blenk

Designers
Jude Beers
Curt Frydach

Script Writer
Keith Ferrell

Production Assistance
Gabriel Stevens

Programmers
Benjamin Clark
Christopher Kuster
Shane Hunt
Mark D. Fitzgerald
Jeremy Pflasterer

Programming Assistance
Alan Stephenson
Amilcar Ubiera
Drew Gugliotta
Greg Lipscomb
Joseph Gonzales
Michael S. Forbes

Animators
Demond Rogers
Dion Rogers
Mike Gargiulo
Ross Scroble

Artists
Andy Foltz
Christopher Wild
Greg Sepelak
Keith Kadera
Matthew L. Sechrist
Michael Boyle

Art Assistance
Christopher Reeves
Kristopher Foster
Ralph Thompson

Lead Tester
Kent R. Snavely

Testers
Alex Joneth
Bryan West
John Moritz
Nate Jones
William K. Russell
Keith Mickelson
Karen Dunn
Ruth Masteller
Don Masteller
Terry Kriehg
Connie Waddell
Bevin Conners
Newt Masteller

Audio
Jim Crew
Crystal Lennon

Voice Talent (Ace)
Rob Dator

Installer
Andrew Kenney

SPECIAL THANKS TO
Randall D. Masteller - CEO
Bonita J. Masteller - CFO
Kurt Masteller - COO
Julie Stevens
Carolyn Adams





♥ ATARI WEB SITES

To get the most out of your new game, visit us at:

<http://www.us.atari.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

♠ TECHNICAL SUPPORT

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® XP)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.





◆ END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the “Manual”). Select the Automated Phone System’s Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it’s destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an “Editor”), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the “Variations”), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.





TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.





© 1999, 2004 Atari Interactive, Inc. All rights reserved. All trademarks or registered trademarks are the property of their respective owners.

HASBRO and its logo and all other related characters are trademarks of Hasbro and are used with permission.

© 1999 Hasbro. All Rights Reserved.

Windows and DirectX are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Pentium is a trademark or registered trademark of Intel Corporation or its subsidiaries in the United States and other countries.

Developed by Random Games, Inc. Random Games, Inc. is the author of the Network Intuitive Black Box dynamic-link library.

Uses Smacker Video Technology. © 1994-1998 by RAD Game Tools, Inc.

02094

