

# RULES FREE PARKING®

For 2 to 4 players / Ages 8 to adult

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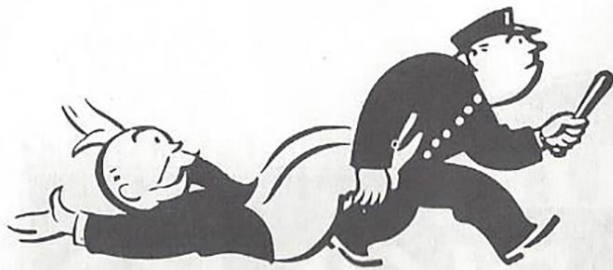
## OBJECT

For 2, 3 or 4 players: To be the first player to accumulate 200 points.



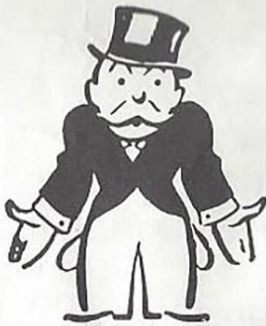
## EQUIPMENT

A deck of 90 playing cards with 38 Feed the Meter cards, 36 Point cards, and 16 Special Parking cards • 32 Second Chance cards • 4 Parking meters and bases • Card tray

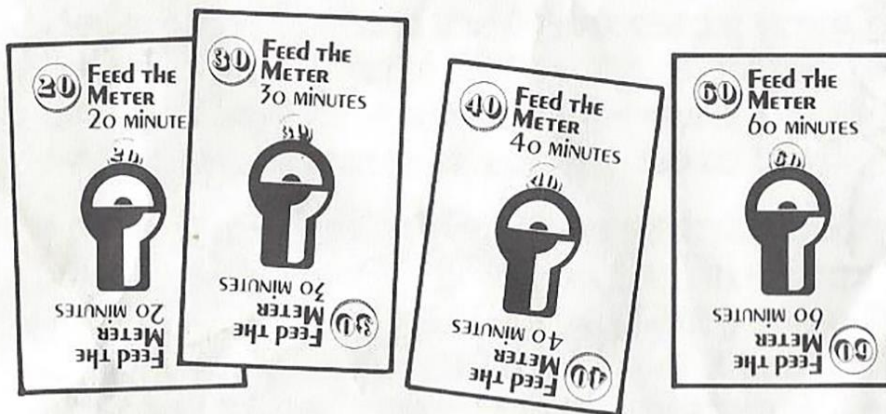


## SETUP

1. Insert parking meters into bases. Give one to each player, and set all meters at "0," in "VIOLATION."
2. Shuffle the Second Chance cards and place them face down on the table near the tray.
3. Shuffle all the playing cards together and deal 5 face down to each player. Place the remaining cards face down in the draw section of the tray.
4. The person to the left of the dealer goes first.



## THE PLAYING CARDS



**Feed the Meter Cards:** 20-, 30-, 40-, and 60-minute cards that let you put the corresponding amount of time on your own parking meter.





**Point Cards:** Cards that allow you to “spend” the time you have put on your meter to run errands.

**Special Parking Cards:** Play one to protect yourself—or to zap an opponent.



**Officer Jones** (4 in the deck): Play this card against any opponent whose meter is on 0, in “Violation.” That player must then choose one of his already-played Point cards from the table in front of him, and discard it into the discard tray.

You may play this card at any time, even when it’s not your turn. Once you’ve used it, discard it. If you played it out of turn, you still take your turn when it comes up. If you play it on your turn, you then take your regular turn.



**Free Parking** (4 in the deck): On your turn, play this card face up on the table in front of you. It remains there until your next turn. During that round, you are protected from Officer Jones if another player plays him on you or if he pops up on a Second Chance card (see Second Chance Cards, below). On your next turn, it allows you to play any Point card,

*regardless of value*, even if you have no time on your meter. If you do have time on your meter, play your Point Card but leave your meter where it is without moving it down. However, while you have this card in front of you, the time may expire on your meter, and you may be affected by other Second Chance cards.



This card protects you for one full turn. Use it, then discard it at the beginning of your next turn.



**Time Expires** (4 in the deck): On your turn, play this card on any opponent, who must then immediately put his meter back to 0.

Use this card once, then discard. This constitutes your main turn, but you may still draw a Second Chance card if you want to.



**Talk Your Way Out of It** (4 in the deck): Officer Jones bugging you? Somebody picking on you with a Second Chance card? Play this card and get away scot-free! This card cancels *any* action against you, including any Second Chance card you or another player draws.

Use this card at any time, even when it's not your turn. But once you've used it, you must discard it.



## SECOND CHANCE CARDS

You may elect to pick a Second Chance card—or not. They may be risky, but they add excitement to the game since they may help—or hurt—you or your opponents. But once you've picked up a Second Chance card, you *must* do what it says. Here's further explanation of some of the instructions:



- If you are instructed to **take a Point card from another player**, that player picks up his Point cards from the table, turns them over face down, fans them towards you, and you pick a card at random. He then returns the remaining Point cards face up to the table. You do *not* move your meter down.
- If you are instructed to **give an opponent one of your Point cards**, you select which card to give him from those already face up on the table in front of you. If you have not yet played any Point cards, you get off easy!
- If a Second Chance Card says **an opponent loses a card**, he selects which Point card he'll lose from those on the table in front of him. He puts that card in the discard tray; he does not give it to you.
- If you are instructed to **trade places with another player**, you move to his seat, leaving your meter and *all* your cards behind. Play proceeds to the next person whose turn it would have been if you hadn't moved.



## GAMEPLAY

On each turn you may:

1. Draw a card from the tray and
2. Play a card from your hand and
3. Draw a Second Chance card *if* you choose to

OR you may:

4. Exchange three cards in your hand for new cards from the draw pile and
5. Draw a Second Chance card *if* you choose to



## GAMEPLAY TIPS:

### 1. Draw a card from the tray.

Always draw enough cards to bring your hand back up to six cards.

### 2. Play a card from your hand.

You may play a Feed the Meter card to add time to your meter, *OR* play a Point card, *OR* play a Special Parking card, whichever is appropriate.

- **On your first turn**, you should Feed the Meter if you have a Feed the Meter card in your hand. Play the card into the discard tray, and move your own meter from 0 to whatever number of minutes appears on the card. *For instance*, if you hold a 30-minute Feed the Meter card, move your meter to 30.
- **To play a Point card**, you must have at least as much time on your meter as it takes to run that particular errand. *For example*, with 30 minutes on your meter, you may spend 20 minutes Buying Pajamas and reduce the time on your meter down to 10. On your next turn, you may either play a 10-point card if you have one, or elect to add more time to your meter by playing a Feed the Meter card.
- **Overfilling your meter**: If you already have some time on your meter and want to add more, but you only have large denomination Feed the Meter cards, you are allowed to “overfill” your meter. *For example*, if your meter is at 30 and you only have a 40-minute card, you may use that card and put your meter all the way up to 60.
- **Playing a Special Parking card**: *On your turn* you may choose to play a Free Parking or Time Expires card. *At any time* during the game you may get yourself out of hot water by playing a Talk Your Way Out of It card or get nasty and play an Officer Jones card on another player.

### 3 and 5. Draw a Second Chance card, if you choose.

After each turn, you may *elect* to pick a Second Chance Card

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from the face-down pile. You may luck out—or not. You may help an opponent—or not. These are risky, but they're fun! See Second Chance Cards for specific instructions.

#### 4. Exchange three cards.

If you don't like your hand, you may use your turn to exchange three cards for three new cards from the draw pile. However, the only other move you may make on this turn is to draw a Second Chance card if you want.



## WINNING

For 2, 3 or 4 players: To win, you must be the first player to put down Point cards totalling 200 points.

We will be happy to answer your questions or comments about our FREE PARKING game. Write to our Consumer Response Department.



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Playing Cards Made in Belgium