

Charge it!

The Family Credit Card Game (A Whitman Card Game)

INSTRUCTIONS FOR PLAY 1972 Western Publishing Company, Inc.

OBJECT: To be the first player to charge \$50,000 several rounds of play.
(Players try to be the first to charge \$10,000 each round in order to win a \$2,000 bonus.)

CARDS CREDIT CARDS: There are four types of credit cards, 7 of each. Each type has been assigned a different credit line (or limit):

SUPER CHARGE - \$1,000

PHONEY EXPRESS - \$2,000

BATTERY CHARGE - \$3,000

A LA CARD - \$6,000

A player may accumulate charges UP TO the amount of merchandise indicated by the credit limit for each credit card. For example, a player may place no more than \$2,000 worth of merchandise under a PHONEY EXPRESS card. A player may place on the table only one card per turn and may have only one of each type of credit card before him at one time.

LOST CARDS: There are four types, corresponding to the credit cards, 3 of each. SUPER CHARGE LOST, PHONEY EXPRESS LOST, BATTERY CHARGE LOST, A LA CARD LOST. These may be played by any player during his turn onto any opponent's credit card to cancel that credit card and all merchandise accumulated under it. If this is done, the player whose credit becomes lost must discard that credit card and all the merchandise unless he can immediately lay down another credit card of the same type or an INSURANCE card. Once a credit card and all the merchandise under it is placed back into the discard pile, the entire discard pile is frozen (players cannot draw from it) until another card is discarded on top of it. REMEMBER, a player must always have 6 cards in his hand, so if he uses a credit card or insurance card to defend himself when it is not his turn, he must draw another card immediately.

INSURANCE CARDS: There are 4 INSURANCE cards. These cards may be applied to any type of credit card to protect that credit card from ever being lost. When a player, either during his turn or as defense, puts an INSURANCE card on top of one of his credit cards, NO ONE can cancel that credit.

MERCHANDISE CARDS: There are:

12 - \$2,000

14 - \$1,000

10 - \$750

10 - \$500

10 - \$250

When a player plays a MERCHANDISE card during his turn it must be placed FACEDOWN underneath a credit card which he has previously played. It is important for each player to remember what the accumulative values are under each of his credit cards, because once he has played the merchandise card, he cannot look at it again at any time during that round. REMEMBER, a player cannot accumulate merchandise cards totaling more than the given credit line on a card.

EXTENDED CREDIT CARDS: There are 8 EXTENDED CREDIT cards. During a turn, they are played in place of merchandise cards - facedown under a previously played credit card. The EXTENDED CREDIT card increases the maximum credit line of any of the 4 credit cards by \$2,500. For example, if an extended credit card is played underneath a SUPER CHARGE card, the credit line becomes \$3,500 instead of \$1,000.

The ROUND continues until one player has accumulated \$10,000 or more worth of merchandise. He then declares the round ended and must turn all of his cards face up to prove it.

BEFORE PLAY: Dealer shuffles entire deck and deals the cards facedown, one at a time, to each player. He deals 6 cards to each if there are 2, 3, or 4 players, but only 5 cards to each of 5 or 6 players. He then places the remaining cards facedown forming the draw pile, and turns the top card over to form the discard pile.

PLAY: Player to the left of dealer begins. He draws a card from either the draw pile or the discard pile. He can then play only ONE card from his hand during that turn. If he has a credit card, he may play it on the table in front of him FACEUP, so that in subsequent turns he can start to accumulate merchandise under that credit card. If a player decides that he does not want to immediately play to the table any of the cards in his hand, he must discard one card instead. His turn ends and play passes to the left. When the draw pile runs out, shuffle the discard pile and use it as the draw pile.

SCORING: Each player at the end of a round counts his merchandise cards under each credit card and records his total dollars. The first player who CORRECTLY declares that he has reached \$10,000 or more receives his total dollar value PLUS a \$2,000 bonus. If he turns his cards over and finds out that he has not reached \$10,000, he receives NO MONEY POINTS for that round and no player receives a bonus. If he finds that he has gone beyond the credit line in any of his accounts, he receives NO MONEY POINTS for that round and no player receives a bonus, although the other players still receive their MONEY POINTS. Players start a new round and continue rounds until one player reaches \$50,000. He is the WINNER.