

STAMPIN'™

The Lively Game of Stamp Acquisition

OBJECT: To collect and acquire two Sets of four Stamp Cards
(Two-person game, collect three Sets).

EQUIPMENT: Colorful gameboard, deck of 62 Stamp Cards, 120 Stamp Cash bills, 8 Keeper/Demand Cards, 4 USPS "Eagle" playing pieces, 2 dice, rules.

SET-UP: Shuffle the Stamp Cards thoroughly (care should be taken not to bend cards). Deal each player six cards. Keep cards hidden from other players. Put remainder of cards facedown in center of board. Carefully snap out an "Eagle" playing piece and carefully put it into a plastic base. Put piece on the corner board stamp to your right. Take two Keeper/Demand cards that match the base color of your playing piece. Choose a Banker, who gives everyone five of each type of Stamp Cash bill (1¢, 2¢, 5¢, & 8¢) and keeps remainder separate in box bottom. Everyone rolls dice. Highest roller goes first, with play continuing to the left.

TO PLAY: You start each turn with two choices! You can:

1. Roll dice and move your playing piece onto the path and to the right the number of spaces indicated. Follow the directions on the space. End turn.

Or,

2. Buy one or two discarded cards from the top of discard piles, paying the face-value of the Stamp Card. **Note:** Cards on either discard pile are always faceup. Discard one or two cards faceup on either or both of the piles. End your turn. **Note:** You must always have six cards at the beginning and end of your turn.

OTHER RULES:

1. If you land on an occupied space, you must have a "Dice Duel" with the other player. Each of you roll dice, with highest roller receiving 8¢ from lowest roller. Then, continue your turn by following the directions on the space.

2. When you get three of a kind in your hand, put these three facedown on the table near you and take three new Stamp Cards. If you again have three of a kind, repeat the process.

When you get the fourth Stamp Card needed to make a complete Set of four, turn the four cards over for all to see.

3. Keeper/Demand Cards: You only have two cards each game.

A. Keeper Card: When you don't want to follow the instructions on a space, you may give one Keeper Card to the Banker and end your turn. Or, when you don't want to trade or exchange a Stamp Card at the request of another player, give one Keeper Card to the Banker, which ends the other player's turn.

B. Demand Cards: You may use a Demand Card when you want to ask another player if he or she has a certain category of Stamp Card in his or her hand. If they do, they must give you all cards of that category in exchange for card(s) of your choice from your hand.

Note:

1. Keeper Card cannot stop a Demand Card.
2. Give Demand Card to Banker after use.

4. Wild Cards: There are two Wild Cards in the Stamp Deck. You may use these in place of any Stamp Card. For instance, if you have a Wild Card and get three of a kind, you may use the Wild Card as the fourth card to make a Set. Later, if you or another player get the real fourth card, it can be exchanged for the Wild Card. Exchanging cards can only be done at the beginning of your turn, and your turn ends after the exchange. No Sets of Stamp Cards completed with the Wild Card you obtained in the exchange may be put down on the table until your next turn.

5. "No Pecky" Exchange and Trade Method: In an exchange or trade, you hold your cards facing you and the other player holds up cards. Each of you chooses a card from the other's hand at the same time.

6. STAMP AUCTION Space: Turn over top card on deck. Everyone can bid for the card until the highest bidder remains, who pays the Banker, acquires the card and discards one card. Minimum bid is 10¢. If nobody wants to bid on the card, discard it on a discard pile.

7. NLW STAMPS Space: NLW means No Longer Wanted. You may search discard piles and buy any one Stamp Card. Discard one card if you buy one.

8. Dice Double Trouble: If you roll "doubles" at the beginning of your turn, you make a choice. Either pay the Banker 5¢ and roll again, or, end your turn and stay where you are.

9. When Stamp Deck is finished, shuffle discards and start a new Stamp Deck.

TO WIN: Be the first player to acquire two Sets of four Stamp Cards.
(Two-person game, collect three Sets).