

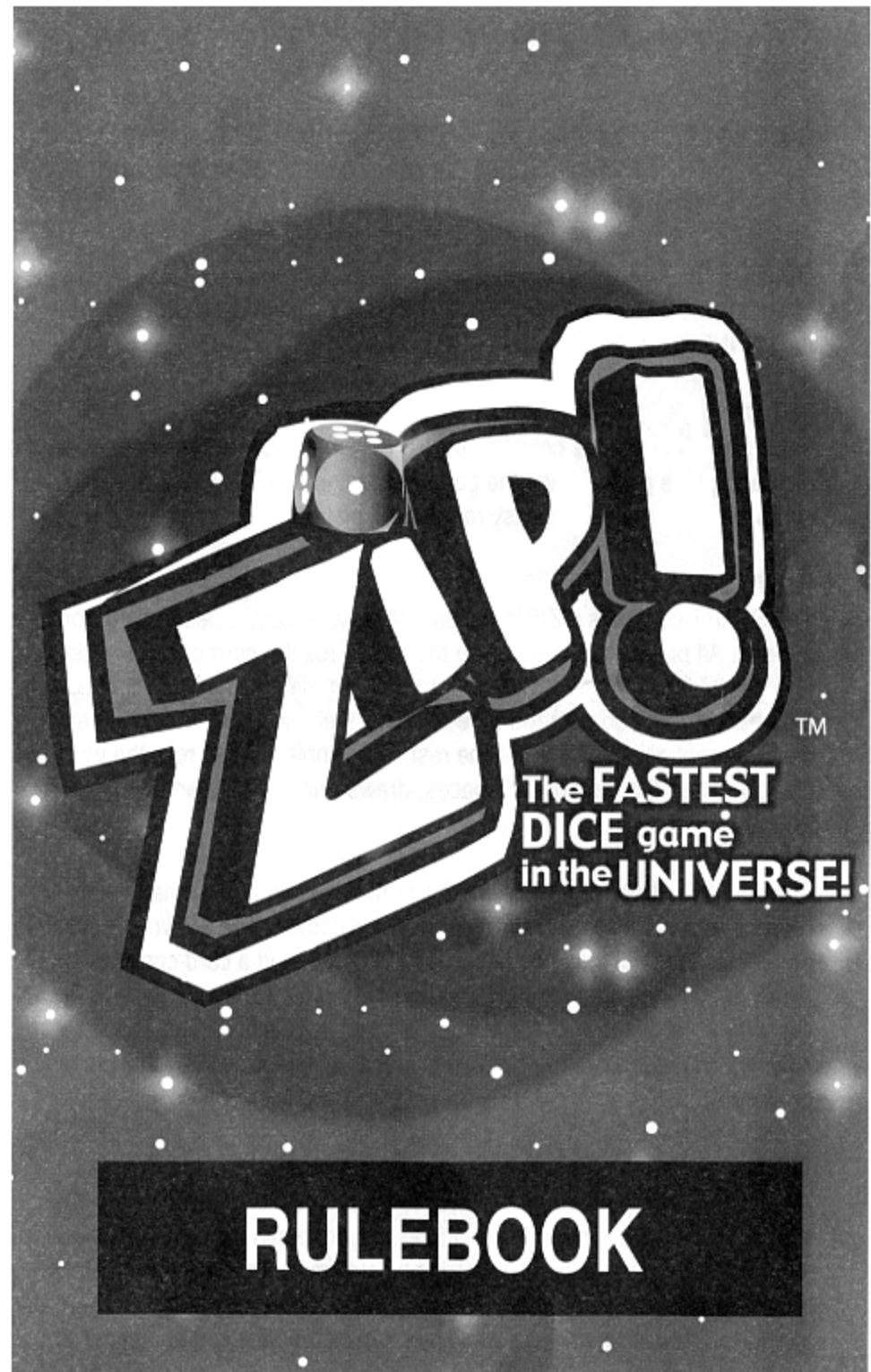
pens when a die inevitably falls off the table or playing area (or if the dice are stacked one on top of each other after a roll). Decide ahead of time if it is to be re-rolled or if it can be counted.

WINNING THE GAME:

The first player to reach the WINNER! block win the game.



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ZIP™ RULES

CONTENTS: 1 game board 99 ZIP™ cards 1 15-Second timer
1 white die 12 colored die (3 of each color)
4 colored cups 4 game pieces

OBJECT OF THE GAME:

The first player to complete the last HIGH ROLL CHALLENGE and enter the WINNER! block is the winner.

SET UP:

Each player chooses a colored cup along with its corresponding colored dice and game piece. Place the game pieces on START. Place the ZIP™ cards and the timer within easy reach of all players.

HOW TO PLAY:

The START square is a ZIP™ square, all players play. Select a card from the pile. All players compete to be the first to roll the correct combination and yell "ZIP™"! Players must roll the colored dice using their cups not their hands. They do not need to re-roll all of their dice, they may keep any die they want aside, and re-roll the rest. The winning player rolls the white die, advances that number of spaces, draws another card and continues to play.

Players will roll out of turn often. Play only continues clockwise when a player or players fail to achieve a correct card combination. Players remain on their space until they have successfully completed a card combination (which may be on another player's turn!). When play does continue to the left, a new card is drawn at the start of that player's turn. The space the player is on determines the guidelines that must be followed by that player or players.

ZIP™:

All players participate when a player is on a block labeled ZIP™ (or the start block). A card is turned over and all players begin rolling, trying to get the combination on the card. There is no time limit or limit to the number of rolls. The first player to roll the correct combination and yell "ZIP™" wins that turn. The winner rolls the white die, moves the designated number of

spaces and continues to play. If a player yells "ZIP™" in error without having the correct combination, that player's turn is over. The rest of the players continue to roll. Make sure you have the correct sequence before yelling out!

ALL PLAY CARDS:

When a card is flipped over and a star is located on the card, all players compete. After the card is turned and a star is shown, the player who turned over the card counts down "3, 2, 1, GO!" and players begin to roll for the combination.

If there is no star, then the player attempts to complete the combination in solitaire fashion.

NUMBERS:

The number spaces on the board 3, 4, and 5 designate how many rolls the player has to reach the desired combination on the card. If the player succeeds in getting the correct combination within the designated number of rolls, their turn continues. If the player does not achieve the combination in the allotted number of rolls, that player's turn is over and play continues clockwise.

TIME:

When a player is on a block labeled Time that player has 15 seconds to roll the correct combination. Turn over the 15 second timer and the card at the same time. The player must achieve the correct sequence and yell "ZIP™" prior to time expiring. If time expires without getting the correct combination that player's turn is over.

HIGH ROLL CHALLENGE:

There are two High Roll Challenges on the board. Every player MUST STOP at the High Roll Challenge squares regardless of what they rolled on the white die. The player on the High Roll Challenge space must select a player to compete against. Both players roll all three dice once. Whoever has the highest sum of the three dice is the winner. Any ties are re-rolled. If the player who moved onto the High Roll Challenge square wins, that player rolls the white die and continues their turn. If the opponent wins, the opponent does not roll the white die; they have simply kept the other player from advancing and play continues clockwise.

It's probably a good idea to establish your own "house rules" on what hap-