INSTRUCTIONS

Fenway Park™
4 Wild Draw Four cards
8 Reverse cards – 2 each in blue, green, red and yellow
8 Draw Two cards – 2 each in blue, green, red and yellow
4 Wild cards
4 Wild Draw Four cards
4 Fenway Park™ cards

OBJECT OF THE GAME
Be the first player to get rid of all of your cards in each round and score points for the cards your opponents are left holding. Points in rounds accumulate and the first player to reach 500 points wins.

SETUP
1. Each player draws a card; the player that draws the highest number deals (count Action Cards with a symbol as zero).
2. The dealer shuffles and deals each player 7 cards.
3. Place the remainder of the deck facedown to form a DRAW pile.
4. The top card of the DRAW pile is turned over to begin a DISCARD pile.

NOTE: If any of the Action Cards (symbols) are turned over to start the DISCARD pile, see FUNCTIONS OF ACTION CARDS for special instructions.

LET’S PLAY
The person to the left of the dealer starts play. On your turn, you must match a card from your hand to the card on the top of the DISCARD pile, either by number, color or symbol (symbols represent Action Cards; see FUNCTIONS OF ACTION CARDS).

EXAMPLE: If the card on the DISCARD pile is a red 7, the player must put down a red card OR any color 7. Alternatively, the player can put down a Wild card (See FUNCTIONS OF ACTION CARDS).

If you don’t have a card that matches the one on the DISCARD pile, you must take a card from the DRAW pile. If the card you pick up can be played, you are free to put it down in the same turn. Otherwise, play moves on to the next person in turn.

You may also choose NOT to play a playable card from your hand. If, as you must draw a card from the DRAW pile, if playable, that card can be put down in the same turn, however you may not play any other card from your hand after the draw.

FUNCTIONS OF ACTION CARDS

Draw 2 Card – When you play this card, the next player must draw 2 cards and lose their turn. This card may only be played on a matching color or another Draw Two card. If turned up at the beginning of the play, the same rule applies.

Reverse Card – When you play this card, the direction of play reverses (if play is currently to the left, then play changes to the right, and vice versa). This card may only be played on a matching color or another Reverse card. If this card is turned up at the beginning of the play, the dealer goes first, then play moves to the right instead of the left.

Skip Card – When you play this card, the next player is “skipped” (loses their turn). This card may only be played on a matching color or another Skip card. If a Skip card is turned up at the beginning of the play, the player to the left of the dealer is “skipped,” hence the player to the left of that player starts play.

Wild Card – When you play this card, you get to choose the color that continues play (any color including the color in play before the Wild card was laid down). You may play a Wild card on your turn even if you have another playable card in your hand. If a Wild card is turned up at the beginning of play, the person to the left of the dealer chooses the color that continues play.

(CONTINUES ON OTHER SIDE)