

CUT^{AND} RUN

RULES OF THE GAME



1. Follow these 5 simple instructions below to begin play immediately...

① Place the shuffled **Playing Cards** and **'Bluff?' Card Pack** in opposite corners of the playing board, and put all of the **betting chips** into your designated bank (the box maybe).

② Each player receives:

- **1 x Pewter Playing Piece**
- **2,000,000 in betting chips** (any combination)
- **1 x 'Bluff?' Card** from the top of the deck.
(Important: DO NOT SHOW the face of this card to any other player).
- **2 x Casino Cards** which are dealt face down but made visible to all once play begins. (You may elect to start with 1 Casino Card each, which may result in a longer game).

③ Players should place their respective **pewter playing pieces** on a square on the board that corresponds to one of the casinos they now own. **The Casino Cards that are left** should now be spread out near the board so that they are clearly visible to all the players, as those remaining for sale.

④ Each player throws 1 dice to determine who will start. **Highest number goes first.**

⑤ **Each player in turn, throws the two dice,** moves their playing pieces (clockwise) the appropriate number of squares and refers to the relevant 'Easy Game Play' section to follow the instructions for the square they have landed on ... all will then be revealed.

NOTE: Throwing a double entitles you to **another turn** as does **landing on your own casino** (but only 1 more turn if both are accomplished with one throw). After each double throw, follow the instructions of the square you land on before throwing again. There is no limit to the amount of doubles you can throw.

2. The Aim of the Game

You are an international casino owner and you are racing to be the first player to collect a 'set'* of casinos, and then 'Cut and Run' for victory.

There are 3 ways of acquiring casinos:

1. You can buy them from the bank when you land on the relevant square.
2. You can buy them from other players at auction.
3. You can win them from other players by landing on the 'Take Over Bid' square.

When you land on a casino that is owned by another player you **MUST** have a bet with this player.

There are 3 types of bet:



DICE: Choose your bet (see Odds Card) and throw 1 die.

ROULETTE: Choose your bet (see Odds Card) and spin roulette wheel.

CARDS: Choose your bet (see Odds Card) and cut the cards. Ace is high.

The game played is determined by the symbol on that casino (i.e. if you land on Rio, the game played is roulette). If you are able to win more than the owner can afford to pay, he must auction the casino the bet was made in first (and any others he owns) until the debt is paid.

'Bluff?' cards are your protection as they enable you to attempt replaying a losing bet in a casino. They should be used sparingly on important bets as a player without 'Bluff?' Cards is an obvious target for attack. They also provide the game with an element of skill - the art of bluffing ... *Can you remain 'poker faced' when the stakes are high?*

* Sets of Casinos

A 'set' is a collection of related casinos and is determined by the number of players in the game, as shown below:



3 PLAYERS..... **4 x Casinos of the same type** (e.g. above 4 x roulette symbol)

4 PLAYERS or more..... **3 x Casinos of the same type** (e.g. 3 x Dice symbol) **OR**
3 x Casinos of the same colour (e.g. below Blue: Montreal, Las Vegas and Atlantic City).

NOTE: If you acquire a 4th Casino of the same 'symbol' type, you must lose 2 of those casinos before that set is 'broken'.



3. Casino Squares

Landing on an 'Unowned' Casino

When you land on an 'unowned' casino you may, if you wish, **buy it for 100,000**. This is paid into the 'Pot', in the middle of the board, and you are given the relevant Casino Card as proof of ownership.

BUYING STRATEGIES. In order to attempt to win the game you must first collect a SET of casinos. * A set is a collection of related casinos, and the number you need to make a set is determined by the number of players (see section 2: The Aim of the Game). ▶

Landing on an 'Owned' Casino

When you land on a casino owned by another player **you must have a bet** with the owner. The game played is determined by the symbol on the casino. There is no limit to how much you can bet.

Choose your bet and place your chosen stake on the board, in the relevant box (pays x1, x2, x5 - see odds card) and attempt the bet.

If you are successful the casino owner must give you back your stake and pay out your stake times the 'PAYS' odds shown for your chosen bet. (i.e. 2-1 bet pays 2 x original stake plus original stake).

If you are unsuccessful the owner simply wins your stake.

BETTING STRATEGIES. Winning more than a casino owner can afford to pay **forces the owner to auction the casino in which the bet was placed, so that the debt can be paid**. If there is still outstanding debt after the first auction, the process is repeated until the debt is paid, or the owner becomes bankrupt. The casino owner must (when asked) reveal to the player visiting their casino how much they would need to win to force an auction. (See section below right: *Bankruptcy and Auctions*). This is a good way of acquiring casinos you need for your set.

NOTE: Whoever loses the bet in a casino, either the visitor or the casino owner, **may use a 'Bluff?' card** (if they have one) to try and force the bet to be replayed. (See next section 4: *Playing a 'Bluff?' card*).

4. 'Bluff?' Square

When you land on a 'Bluff?' square you may buy one 'Bluff?' card for 100,000, which goes into the 'Pot' in the middle of the board (*do not let your opponents see this card*).



You may hold a maximum of 3 x 'Bluff?' cards at any one time - if you already have 3 'Bluff?' cards, and land on a 'Bluff?' card square, you may purchase another only by surrendering one of your own to the bottom of the 'Bluff?' pack.

'Bluff?' cards are used in an attempt to replay a losing bet. Either player (casino owner or visitor) may use 'Bluff?' cards when taking part in casino betting or "Take Over Bids".

THE 'BLUFF?' CARDS ARE EITHER: **blank** (strictly bluffing cards), or show 1 or more of the **'game symbols'**. A 'Bluff?' card is only 'valid' (when challenged), if it shows the symbol of the game being played, but any 'Bluff?' card can be used to bluff an opponent.

PLAYING A 'BLUFF?' CARD: **You've just lost a bet in a casino** (as owner or visitor), or whilst taking part in a 'Take Over Bid'. If you own a 'Bluff?' card you may, if you wish, **use it to try and replay the bet** (i.e. have 'another go' at winning).

To do this, place one of your 'Bluff?' cards on the board face down. Your opponent (the winner of the bet), now has to decide whether they think the 'Bluff?' card you have played contains **the symbol of the game being played**, or whether you are bluffing! For example, if the bet was made in a dice casino, you are bluffing, unless the 'Bluff?' card contains a dice symbol.

ACCEPTING A 'BLUFF?' CARD: **If your opponent believes you have played a valid 'Bluff?' card** (i.e. it has the 'correct' symbol) they may accept it, and return the 'Bluff?' card to the bottom of the 'Bluff?' pack (without turning it over) whereupon the original bet is replayed.

NOTE: *The loser of a replayed bet (which could be the casino owner or the visitor) at any stage of this 'Bluff Play', has the option of playing another 'Bluff?' card (if they have one) to force the replay of the original bet. This can continue until no more 'Bluff?' cards are played, or until a 'Bluff?' card is challenged.*

CHALLENGING A 'BLUFF?' CARD: If, however, your opponent does not believe it to be valid, (i.e. it has no symbol or the wrong symbol), they may challenge it.

When a 'Bluff?' card is challenged it is turned over and the winner of the bet is determined by whether the 'Bluff?' card is 'valid' i.e. If the challenged 'Bluff?' card contains the 'game symbol' of the game being played, the person playing the 'Bluff?' card wins the bet, no more 'Bluff?' cards may be played on the bet and normal play resumes.

If, however, it does not contain the correct symbol, the person challenging the 'Bluff?' card wins the bet, no more 'Bluff?' cards may be played on the bet and normal play resumes.

5. Grand Slam Square

When you land on a 'Grand Slam' square you can EITHER take 100,000 from the bank OR attempt the 3 stage accumulator shown below to win a million.



You must perform the bets in the order shown, starting with stage 1. You can stop at any stage and collect your winnings from the bank, **but a losing bet cancels your accumulated winnings** and ends the run.

STAGE 1 - Throw '**Even**' dice to win 250,000 (*one dice*).

STAGE 2 - Cut a **Red card** to win 500,000 (*cut the playing cards*).

STAGE 3 - Spin an **Odd number** to win 1,000,000 (*spin the roulette wheel*).

6. All Play Square

When any player lands on the 'All Play' square, all players throw the dice, cut the pack or spin the wheel, depending upon the symbol on the square.



The player who scores the highest wins 500,000 from the bank.

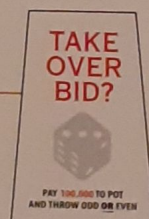
If the bank does not have sufficient funds to pay the winner, the player with the lowest 'All Play' score must settle the debt, even if this means auctioning casinos to raise the funds (*see Bankruptcy*).

If 2 or more players tie for the highest or lowest scores, these players alone replay.

NOTE: '**Bluff?**' cards cannot be played on an 'All Play' square.

7. Take Over Bid Square

If you land on a 'Take Over Bid' square, you can challenge **any other player** for one of their casinos, provided you own a casino yourself.

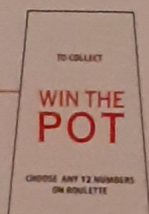


Nominate the casino you want to play for, pay 100,000 into the middle 'Pot' and gamble on 1-1 ('evens' bet) using the game symbol marked on the 'Take Over Bid' square. **If you win the bet**, the casino becomes yours. **If not**, your opponent chooses and acquires one of your casinos, and play continues.

NOTE: 'Bluff?' cards may be used if a 'Take Over Bid' bet is lost. (*see section 4: 'Bluff!' Square*).

8. Win the Pot Square

All payments for 'Take Over Bid', purchases of 'Bluff?' cards and Casinos, are paid into the 'pot' in the middle of the board. If a player lands on any of the 3 'Win the Pot' squares, they can try to win the 'pot' by gambling for it. The game played is indicated on the square itself.



9. Cut and Run Square



You may move your playing piece to any square on the board as though you had landed on it. Remember your objective is to collect a set of casinos, so you may want to move to an unowned casino and buy it - if any remain for sale.

If you are on a 'Cut and Run circuit' (see below) this is a dead square.

10. Cutting and Running to Win the Game!

To attempt to win the game you must hold a set of casinos (see section 2: The Aim of the Game).

On your turn, before you throw the dice, announce that you intend to 'Cut and Run'. Shuffle the deck of cards and cut them. **If you cut a spade**, you are unable to 'Cut and Run' on that turn, but must proceed as normal until your next go. **If you cut any other suit apart from spades**, place your playing piece on the nearest Cut and Run square. Place your set of casinos on the board just above this square (*this denotes your starting and finishing point*).

Play now continues with the next player in the normal way (except the **other players should now be gunning for you** with bets that force bankruptcy and auction).

If you can complete a full circuit of the board (back to your starting Cut and Run square and past it) with the set intact, you win the game. If at any time during your 'Cut and Run circuit' **you lose your set**, your victory bid is over, and you must remove any remaining casinos from the board and wait until your next opportunity to Cut and Run.

A maximum of three players may 'Cut and Run' simultaneously and each player must use a different Cut and Run square to start their circuit.

Throwing a double or landing on your own casino entitles you to another turn.

The first player to 'Cut and Run' successfully WINS the game.

You may Cut and Run as many times as you wish.

Bankruptcy

If you are unable to pay a gambling debt (which includes 'All Play'), or you have no funds to gamble in an opponents casino, you **must** auction one of your own casinos. If after auctioning this casino you are still unable to pay your debts, **you must auction any other casinos you own until the debt is paid**. If you are still unable to pay after all your casinos have been sold, the outstanding debt is cancelled, you are bankrupt and out of the game, and your playing piece is removed from the board.

Auctions

Any player at the start of their go, or in the event of not being able to pay a gambling debt, may hold an auction of one or more of their casinos. **At auction the casino card is held up and sold to the highest bidder**. The minimum bid is 100,000. If no bids are made the casino must be returned to the bank for 50,000.

NOTE: A player who is owed money by the auctioning player may use these funds to bid. Auctioning of casinos is **NOT** allowed by any player during a 'Cut and Run' attempt, unless they have been made bankrupt.