

DEFINITIONS

FREE SQUARE: A FREE SPACE IS ANY SQUARE WITH NO PRINTING OR PICTURE; OR A SQUARE MARKED "LEFT TURN", "CHANGE OVER", "FREE PARKING" OR "COLLECT \$1,000 HERE". YOU ARE FREE TO PARK ON IT UNTIL ANOTHER DRIVER LANDS ON IT—OR ON ANY OTHER FREE SPACE ON THE BOARD; OR UNTIL A JUDGE ORDERS YOU OFF.

PAYDAY IS FRIDAY FOLLOWING YOUR PM ROLL OF THE DICE. EVERYONE'S SALARY IS \$100.00 PER WEEK

DOUBLE PARKING: WHEN YOU LAND ON A SQUARE WITH ANOTHER PLAYER ALREADY THERE YOU ARE LIABLE TO AN ADDITIONAL FINE OF FIFTEEN DOLLARS FOR DOUBLE PARKING UNLESS IN FREE SPACE OR WHEN CARD SAYS "PAY NO FINE"

PARKING METERS: PARKING METERS ARE INDICATED ON THE PLAYING BOARD. WHEN YOU LAND ON A SQUARE WITH A PARKING METER ON IT, YOU MUST CONSULT THE DICE. IF YOU'VE ROLLED A SUM HIGHER THAN THAT INDICATED ON THE PARKING METER, YOU MUST PAY AN OVERTIME PARKING FINE. DRAW A CARD FROM THE "NO PARKING" STACK.

JUDGE: PLAYER RECEIVING "YOU ARE THE JUDGE" CARD FROM THE STACK WILL COLLECT ALL FINES AND FEES FROM ALL OTHER PLAYERS UNTIL IT IS HIS TURN AGAIN. AT THIS TIME THE "YOU ARE THE JUDGE" CARD IS RETURNED TO THE STACK

\$1000.00 BONUS MONEY: PLAYER RECEIVES A ONE THOUSAND DOLLAR BONUS WHENEVER HE CROSSES VIA CROSSOVER ARROWS THROUGH BONUS SQUARE. HE RECEIVES THIS MONEY ONLY WHEN HE HAS COMPLETED A COMPLETE TURN AROUND BOARD WITHOUT PAYING ANY FINES. BLUE MOON: YOU DO NOT HAVE TO PAY ANY FINES ON ANY DATE DESIGNATED BY ALL PLAYERS AS "BLUE MOON." WE SUGGEST THAT THE "BLUE MON" OCCUR ON THE LEAD PLAYER'S BIRTHDAY.

SCHEDULE OF FINES:

PARKING IN A RESTRICTED AREA	\$15.00
PARKING NEAR A FIRE HYDRANT	\$10.00
PARKING IN A TOW-AWAY ZONE	\$15.00
TOWING FEE	\$10.00
ALL OTHER FINES, BUS STOP, CHURCH, THEATER, ETC.	\$ 5.00

NOON IS AM . . . MIDNIGHT IS PM

After landing on a free square, you may use another player's playing piece. You may pay the required fine at this time. If you do not pay the fine and he is required to do so, you may not use his playing piece again during the game. If he pays the fine, he may not collect the bonus when passing the bonus square. When playing another player's piece, you may move it forward or BACKWARD the required number of spaces, whichever will be most detrimental to the opposing player, or he can move any of the patrol cars in the direction of his opponent to harass him, or away from his own path of travel.

Rules

FOR

SCOFFLAW

FOR TWO, THREE OR FOUR PLAYERS

THE GAME OF PARKING ★ AND TRAFFIC ✕

★ PARKING

A HUNTING GAME PLAYED BY CITY FOLK

✕ TRAFFIC

TROUBLE BETWEEN PARKINGS

CONGRATULATIONS: YOU ARE ABOUT TO PLAY AMERICA'S NEWEST AND MOST DIFFERENT GAME. WE KNOW THAT YOU'LL HAVE HOURS OF FUN.

SCOFFLAW

TRADE MARK REGISTERED

PARTS

- 1 SCOFFLAW playing board
- 5 Styrene Automobile playing piece
- 29 Pay the Fine cards
- 5 Time and place chips
- 2 Dice
- 1 SCOFFLAW Calendar
- SCOFFLAW Money
- 4 Patrol cars

OBJECT: The winner is the first one to save \$3,000.

"SCOFFLAW" IS THE STANDARD BEARER OF THE FINE KEB LINE OF GAMES. BE SURE TO LOOK FOR PEEVEE, THE KEB PELICAN, WHEN CHOOSING PLAYTHINGS OF PROVEN VALUE.

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Keb Toy Co.

SETTING UP THE BOARD

1. Place the "Pay the Fine?" cards in three stacks in the middle of the playing board. Each stack will cover a separate classification.
2. Each player chooses a playing piece (automobile) and places it in the starting square.
3. Each player takes a red plastic chip and places it on a "No Fine" square on the SCOFFLAW calendar.
4. Place the PATROL CARS, one at each of the four traffic circles at the corners of the board.
5. Choose a banker, who distributes SCOFFLAW money to each player as follows:

8 five dollar bills
8 ten dollar bills
4 twenty dollar bills
3 hundred dollar bills

HOW TO PLAY

1. Each player takes a red chip and places it on the "No fine" square on the SCOFFLAW calendar. As long as he does not pay a fine, he leaves the chip where it is.
2. Place a green chip on the first day of the month of the calendar in the AM portion. After a player moves his car, he moves the green chip to either the AM or the PM of the next day on the calendar; or he may leave it where it is. If it is on an AM portion, he may move it to the PM of the same day, if he wishes. But he may not keep it on one day for more than one complete round of moves.
3. Players roll the dice. Each roll lists the number of squares that a player moves his car. Players move clockwise around the board.

EARNING AND SAVING

The first driver to save \$3,000 wins the game. He wins by skillfully avoiding fines—and by levying penalties on other drivers when he is chosen to serve as "Judge."

1. A player reaching the crossroads on the board and passing the square marked "Collect \$1,000, without paying a single fine en-route (court costs and damages do not rate as fines and do not count against the driver's chances to win the money) collects \$1,000 bonus.
2. If a player HAS paid a fine, he is still entitled to the \$1,000—**PROVIDED HE LANDS DIRECTLY ON THE "COLLECT" SQUARE.**
3. Each time you drive past the "collect" square, you return the red chip marker to the "no fine" on the calendar and begin with a clean slate; you now have a new chance to win the \$1,000.
4. Each player receives a weekly salary of \$100 after Friday PM, designated on the SCOFFLAW calendar.
5. Whenever you pick a "You are the Judge" card from a stack, you boost your income by collecting all fines, court costs, etc. paid by other players until your next turn.

FINES AND HAZARDS

1. If your car lands on a no parking zone (any square with printing or a picture on it) you are liable to a fine. Don't forget to consult the SCOFFLAW calendar to make sure of the time of day or the day of the week—for it may be that you are parked during a free-parking period, in which case you pay no fine.
2. If you are illegally parked, you may:
 - a. Draw a "Pay the Fine" card suitable to the violation, or,
 - b. Take a chance by leaving your car on a violation and not picking a card to see what your fine is. If you do this you must turn your car around—the bumper facing the direction of travel. You are now a scofflaw (a person who pays their fine late or tries to avoid paying a traffic fine). If no one catches you you're safe.

HERE'S HOW YOU CAN BE CAUGHT

1. When a player picks a card saying "you are the judge for one turn", you must pick a card and pay him the fine, if the card says you are penalized
2. When a patrol car lands on the spot occupied by your illegally parked car.

In either of these cases you have to pay twice the amount of the fine.

If you are a two-time offender, you have to pay four times the amount normally designated for the violation—and if you qualify as a scofflaw a third time, you pay eight times the ordinary fine—your license is suspended and you are out of the game.

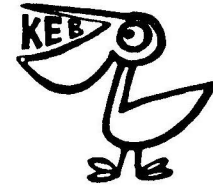
PATROL CARS

The object of the game is not only to win \$3,000, but to use the power of the Law to catch, and fine, your opponents.

1. You have the right to use police patrol cars to try to catch Scofflaws. Whenever your opponent is violating traffic laws (his car is turned in the wrong direction) you can use your throw of the dice to move a patrol car instead of your own car:
 - a. you can move a patrol car the number of spaces equal to the total score on the dice, or
 - b. you can "close in" on your opponent by moving two cars on him. Move each car the same number of spaces as indicated on each dice, for example, a four and a three roll of the dice means you can move one patrol car four spaces and another three spaces. This way, you can also go after more than one violator at a time.
2. If a patrol car lands on the same space as a violator the Scofflaw has to pick a card from the appropriate pile, to see if he must pay a fine.
3. If a player lands on a no-parking square occupied by a patrol car, he **MUST** pick a card
4. If your patrol car captures a Scofflaw, you collect \$100 from the bank.

CAUGHT	RED	YELLOW	GREEN	BLUE
NO FINE				

SCOFFLAW CALENDAR



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SUN.	MON.	TUES.	WED.	THUR.	FRI.	SAT.
COURT CLOSED PAY FINE BY MAIL	COURT OPEN ALL DAY	COURT OPEN ½ DAY	COURT OPEN ALL DAY	COURT OPEN ½ DAY	COURT OPEN ALL DAY	COURT CLOSED PAY FINE BY MAIL
	AM 1 PM	AM 2 PM	AM 3 PM	AM 4 PM	AM 5 PM	AM 6 PM
AM 7 PM	AM 8 PM	AM 9 PM	AM 10 PM	AM 11 PM	AM 12 PM	AM 13 PM
AM 14 PM	AM 15 PM	AM 16 PM	AM 17 PM	AM 18 PM	AM 19 PM	AM 20 PM
AM 21 PM	AM 22 PM	AM 23 PM	AM 24 PM	AM 25 PM	AM 26 PM	AM 27 PM
AM 28 PM	AM 29 PM	AM 30 PM	AM 31 PM		BLUE MOON 18TH OF MONTH	