



The Nation's Traffic Game Sensation

Directions for Playing Park & Shop

Object of the Game

The object is to drive your car from your home to the nearest Park & Shop parking lot, park your car, then move your pedestrian marker to all the stops on your shopping list, returning to your car, then moving your car back to the starting point before any other player.

Start

Shuffle all cards thoroughly before each game.

Each player draws from 3 to 7 white cards, depending on how long a game you wish to play. This is your shopping list. Arrange these shopping cards in front of you in the order of the shortest route possible covering all the stops, including the first stop, a Park & Shop lot. Throw dice to choose starting position, high throw gets first choice of starting point (home), any of the small houses on outer border of game. Place your colored round indicator on your home spot to remind you of your return destination.

Moving Markers

Lowest number thrown when choosing starting positions moves first and then in succession clockwise around the board. As long as you are moving your car marker, use only *ONE* die (a car has only one engine). When you reach a Park & Shop lot park your car and draw a parking ticket. This will indicate a call you must make while driving home.

After your car is parked you are a pedestrian and since a pedestrian has two legs you use *BOTH* dice. If you throw doubles at any time, you receive an *EXTRA* turn. However, if you throw doubles three successive times you move directly to jail.

When you cross the main intersection "Extra Turn" you may make right or left turn diagonally, if you choose.

Penalties and Bonuses

In addition to the parking tickets and shopping cards, there are two packs of cards, one (yellow) for motorists and the other (green) for pedestrians. These are drawn whenever you stop on an intersection, indicated in black. Draw from the pedestrian cards when you are walking and from the motorist cards when you are driving. Follow instructions on the penalty and bonus cards, according to your luck. If this card gives you an additional stop you may fit it into your schedule wherever it best suits unless card states differently.

If you draw a card from the penalty and bonus pack place it on the bottom of the pack *AFTER* you have completed the penalty.

When two pedestrians stop on the same space, both lose one turn while they stop to talk.

General Instructions

You may enter shops, etc. only at marked entrances. Once you enter a store or shop, etc. you must wait until your next turn to move toward your next stop (unless you have thrown doubles). You may enter a store or shop, etc. on any number that carries you into the stop. You do not have to throw the exact number. As you complete each item on your shopping list turn that card face down.

When all white cards are turned down you have completed your shopping. Then walk back to the Park & Shop lot where you parked your car, drive to the stop indicated on your parking ticket, then drive home. You must go home on the *EXACT* count of the dice throw. First car home is the *WINNER*.