



FUN CITY™ GAME

Municipal Regulations

Ages 8 to adult/2 to 4 players

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Beverly, MA 01915. Printed in U.S.A.

It's 9:00 a.m. in FUN CITY. Time to leave the PORTLEIGH ARMS. Nice place. Noisy tenants. You'd better get crackin'. Do as much as you can before the clock strikes 5:00. You know how it is in FUN CITY. Just as you're about to keep that date in the park, some pigeon ruins your hat and you're off to FUDDY'S DUDS. Or you're trying to beat a path to CITY HALL, and a mugger comes along. By now you're so tired, you fall asleep on the bus and miss your stop at the theatre. Oh well, you can always make up for it with lunch at CHEZ RALPH'S. Hurry up, now, the others are already out the door. Have fun!

Equipment

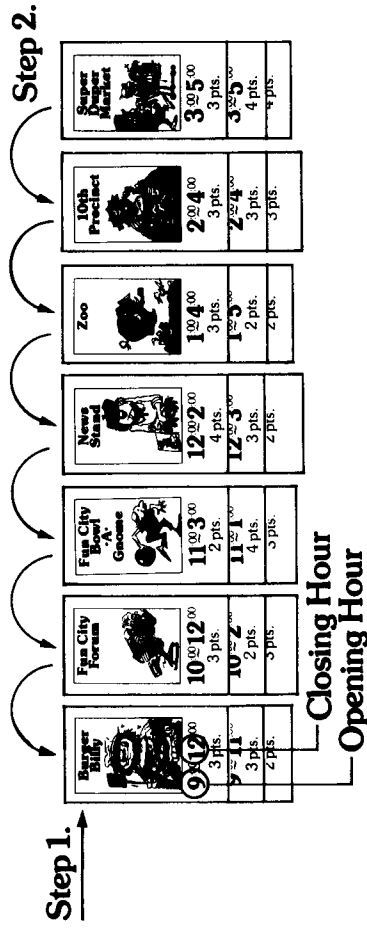
1 game board • 1 FUN CITY Bank Clock • 36 Crazy Cards
• 40 FUN CITY cards • 4 movers • 1 SLOG mover • 2 dice

Object

To be the player with the most points when the bank clock strikes 5:00. Players accumulate points for completing errands and getting things done.

Setup

- 1 Everyone chooses a mover and places it on its color-matched window at the **PORTLEIGH ARMS**.
- 2 Shuffle the **CRAZY Cards** and deal 3 *face-down* to each player. **DON'T LET OTHER PLAYERS SEE YOUR CARDS.** Place the remaining cards *face-down* on the **CRAZY Card** space to form a draw pile.
- 3 Step 1. Separate the **FUN CITY** cards *face-up* in seven piles according to the starting hour on each card (from left to right in progression, 9:00, 10:00, 11:00 etc.) Disregard the closing hour.
Step 2. Starting at the right, stack the 3:00 pile onto the 2:00, then both onto the 1:00, etc., until there is one complete stack.



- 3 Turn the entire deck over and place it *face-down* on the **FUN CITY** card space on the playing board to form a draw pile.
- 4 Take the top 4 cards, and place them on the matching locations on the game board. *These are the places open for business. If you have done steps 1, 2 and 3 correctly, these cards will all show 9:00 starting hours.*
- 5 Slide **SLOG** into the plastic mover stand and place this piece on the **SLOG** space in the **SUPER DUPER MARKET**.
- 6 Press the **Bank Clock** button repeatedly until the time advances to 9:00. *If SLOG pops up, simply push her back down again.*
- 7 Select a banker. The banker will push the **Clock** button

- once at the start of each player's turn. The banker will also remove and draw **FUN CITY** Cards as needed.
- 7 Everyone rolls the dice. High roller goes first. Play then passes, in turn, to the left.

Playing

Please read the following rules carefully before you begin your first game.

IN BRIEF, THIS IS WHAT YOU DO ON EVERY TURN: (IN ORDER):

- 1 Push the button on the **Bank Clock**. (The banker does this for you.)
 - 2 If you don't have 3 **CRAZY** Cards, draw as many as you need to bring your hand up to 3.
 - 3 If you wish, play one or more of your **CRAZY** Cards. (Optional)
 - 4 Roll the dice and move.
- A Things you should know before you get moving.**
- On your turn, do what it takes to *land* on a location in order to collect a **FUN CITY** Card and earn points.

- **The Bank Clock.** Every time it's pressed, time advances 10 or 20 minutes. Why do you need to know the time? Because a **FUN CITY** Card may be collected **ONLY** during the hours indicated on that particular card.
- **FUN CITY** Cards. If a business "closes" before someone can collect its **FUN CITY** Card, the banker discards the **FUN CITY** Card and draws a new one from the draw pile. This card is placed on its matching location on the board. **THERE MAY BE MORE THAN ONE CARD ON A LOCATION.** You may take both cards if both times are correct.
- Whenever a **FUN CITY** Card gets picked up by a player, he places it **FACE UP** in front of him. The banker then draws a new one and places it on the board. *There must*

always be 4 FUN CITY Cards on the board at all times.

If you're on a location when a FUN CITY Card gets placed there—YOU GET IT! You acquire that card, if it is the correct time, even if it's not your turn. If two players occupy that location, the player who got there first gets the card.

A "business" which closes at a specific hour is still really open while the FUN CITY clock shows that hour. At 10 minutes after the hour, the "business" closes and the card is discarded.

- **CRAZY Cards.** It's a good idea to play as many CRAZY Cards as you can on your turn—3 BEING THE LIMIT. Some are used to help you land on (or at least get closer to) a location that's open for business. Others are played to slow down your opponents when they go to take their next turn. Still others are played during an opponent's turn. *More about specific cards later.*

More than one CRAZY Card may be played against an opponent during his or her turn.

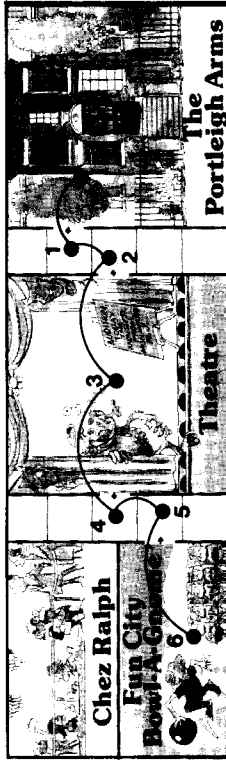
If you don't like the CRAZY Cards in your hand, you may—at the beginning of your turn—discard *all* of them and draw 3 new ones.

CRAZY Cards are discarded *face-up* after they've been played. Shuffle the discard pile when you need to start a new draw pile.

B Moving

- You may move in any direction along the white track spaces of the street.
- You may take shortcuts through locations, counting each location as *ONE SPACE*. To land on or go through a location, you must pass through its specific entrance space marked by an opening and a black diamond.

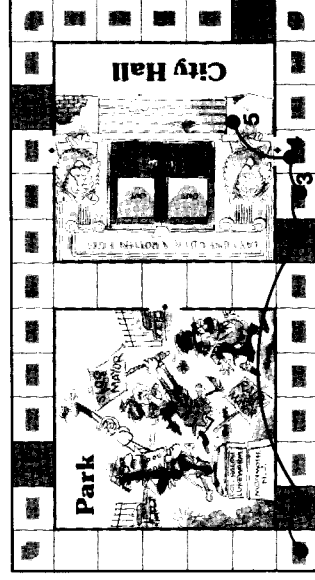
Example: Moving from the PORTLEIGH ARMS through the THEATRE and into THE BOWL - A - GNOME takes 6 spaces.



- You do not need to move the full count of your roll. However, once you stop moving and pick up a card, your turn ends.

- *Taking the Bus.* After you roll the dice—but before you move—announce, "I'm taking the Bus." First, you must land on a Bus Stop space (yellow circle). Then, continuing the count of your roll, hop from one Bus Stop space to another along the yellow dotted line which connects them. Count each stop as one space. Get off the Bus when you want to, and continue along the street and into the location, if your dice roll allows.

Example: You roll a 5 and take the Bus.



- More than one mover may occupy a space.

C SLOG (Somebody's 'Lil Ole Grandmother)



- When SLOG pops up on the Bank Clock, the banker moves her from the SUPER DUPER MARKET onto the red space on the street. This means she needs help crossing. The first person to join her on that space moves her into the LIBRARY, then gets to

move to any one of the 4 locations with FUN CITY cards on them, and takes that card. *The banker then pushes SLOG back down on the Clock.*

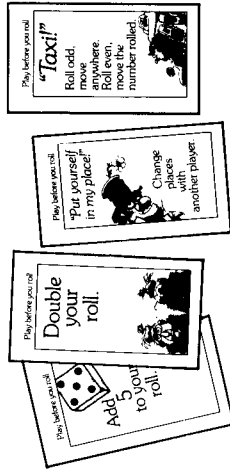
- The next time SLOG pops up, the banker moves her into the street again. The first player to come along helps SLOG back into the SUPER DUPER MARKET, and so on.
- If a player's mover is already on the red street space when SLOG pops up on the Clock, that player—whether or not it's his or her turn—immediately goes to any one of the 4 locations, takes that FUN CITY card, and moves SLOG into the LIBRARY or SUPER DUPER MARKET, whichever the case may be.

D CRAZY CARDS

The top of each card explains when it can be used.

- **The following cards are played on your turn—before you roll—to help you reach a location:**

ADD TO YOUR ROLL.
Simply add the number on the card to the total of the dice roll.



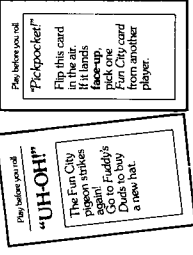
DOUBLE YOUR ROLL. Multiply your dice roll by 2.

If you play both an “ADD” card and a “DOUBLE” card on your turn, first double the dice, then add the number.

“PUT YOURSELF IN MY PLACE!” Name the opponent you want to change places with, switch the movers, then roll to move from your new space.

“TAXI!” Play the card first then make your normal dice roll. If the total is an odd number, you may move anywhere on the board. If the total is even, move the number rolled.

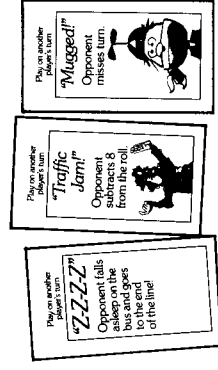
- **The following cards are played on your turn—against your opponents:**



“UH-OH!” Before you roll, read the card aloud, then hand it to the opponent you’ve chosen. That opponent—on his or her next turn—must go directly to the location specified. The opponent can play CRAZY Cards on that next turn, but *cannot roll the dice and move.* (If a FUN CITY Card with the correct time is in that location, the player will collect it).

“PICKPOCKET!” Before you roll, announce which opponent you will attempt to pickpocket. Flip the PICKPOCKET Card into the air. If it lands *face-down*, discard it and go on with your turn. If it lands *face-up*, that opponent must fan his or her FUN CITY cards, with the points hidden, and let you pick one. Now, you can continue pickpocketing anybody at all in this manner. However, as soon as you’re unsuccessful, you must return all the card(s) you’ve just pickpocketed to the rightful owner(s). If you decide to quit while you’re ahead, discard the PICKPOCKET card, keep the FUN CITY card(s) and go on with your turn.

- **The following cards are played on another player’s turn—to slow them down:**

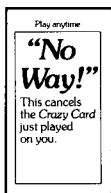


“Z-Z-Z-Z!” Play on an opponent while he or she is taking the Bus—not after. The opponent must then keep moving in the same direction until he or she reaches the last Bus Stop on the yellow line. On his or her next turn, the opponent starts from the end of the line.

“TRAFFIC JAM!” Must be played before the opponent moves—not after.

“MUGGED!” Must be played before the opponent moves—not after.

- **The following card is played at any time during the game:**



“NO WAY!” Use this card to cancel ANY card played against you. It must, however, be used *immediately*. One “NO WAY!” card can cancel out another “NO WAY!” card. There’s no limit to how many can be played in a row.

End of game and winning

When the Bank Clock strikes 5:00, the player whose turn it is completes that turn, and the game ends. Players add up the points on the FUN CITY Cards they’ve collected. Whoever has the most points wins the game!



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Fun City Bank made in Hong Kong or China.