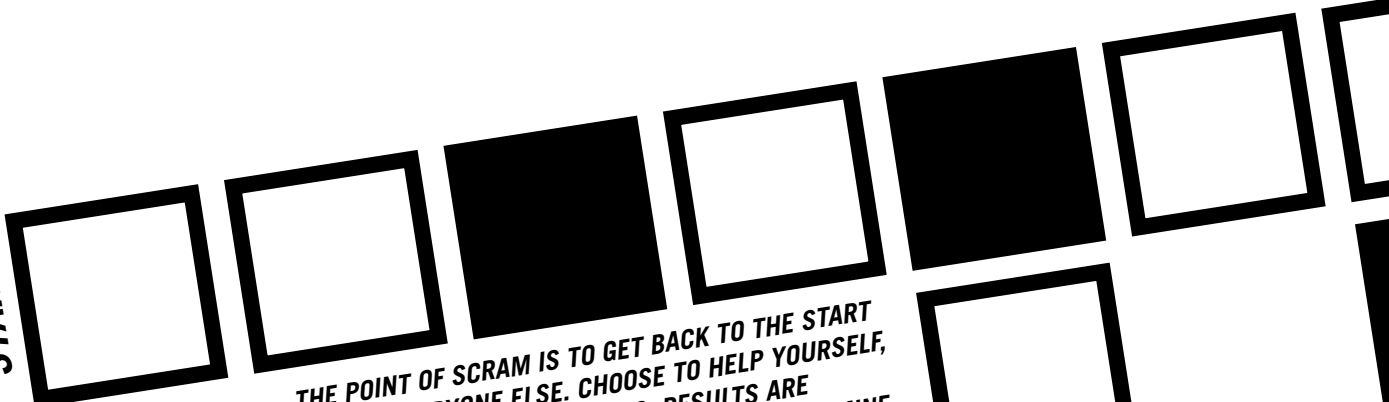


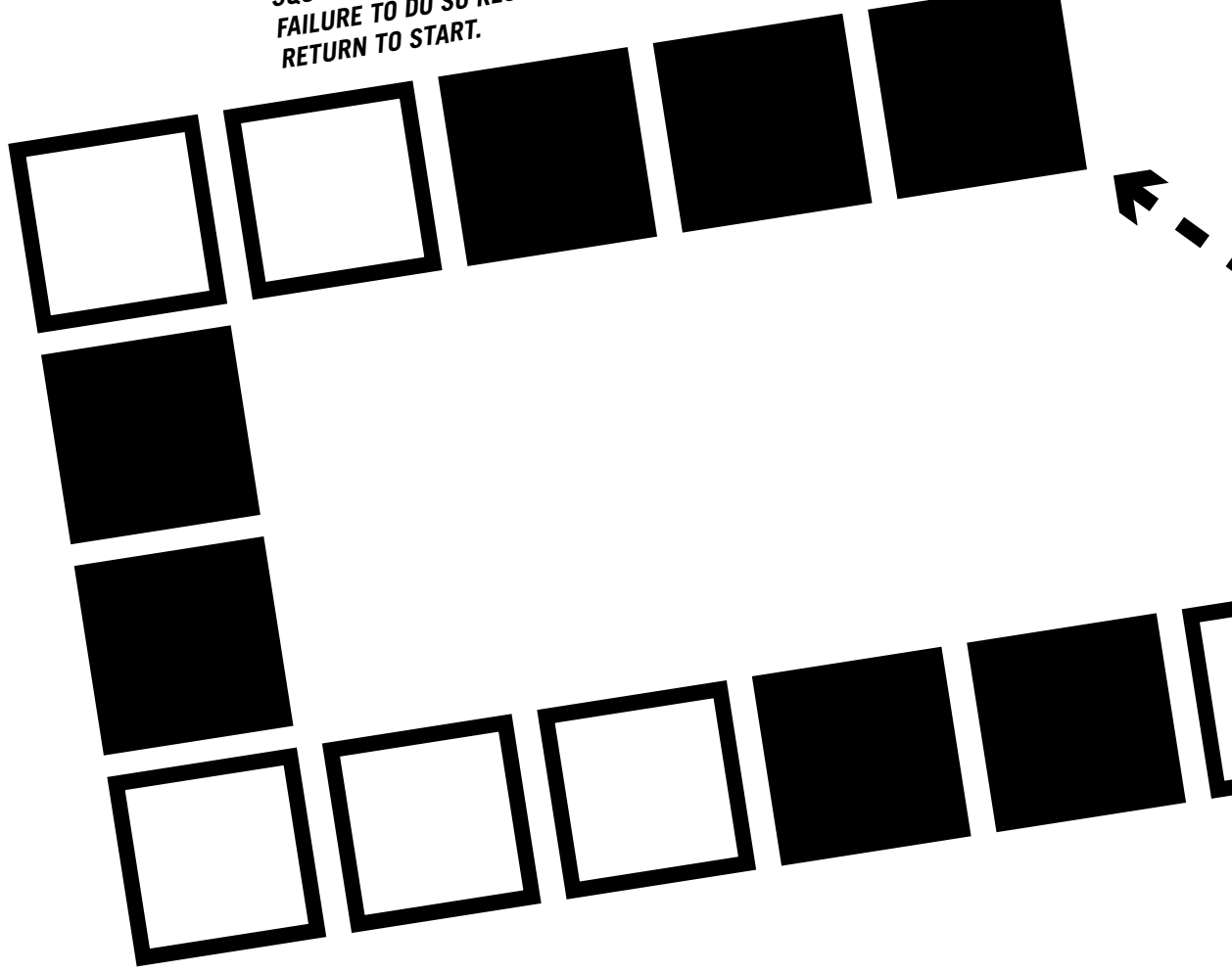
START



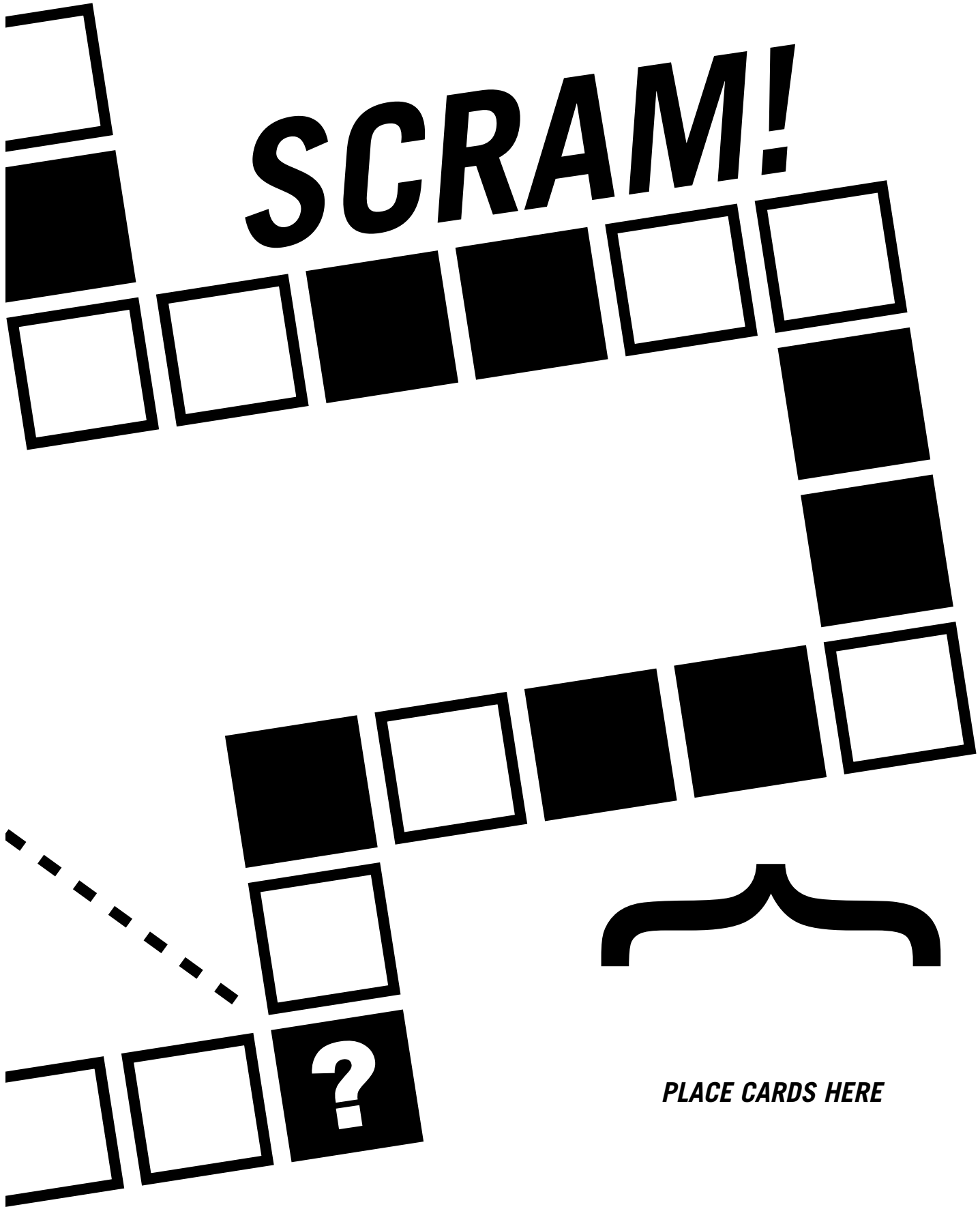
THE POINT OF SCRAM IS TO GET BACK TO THE START BEFORE EVERYONE ELSE. CHOOSE TO HELP YOURSELF, OR HOLD BACK OTHER PLAYERS. RESULTS ARE UNPREDICTABLE. BEFORE GAME, ROLL TO DETERMINE "MAGIC NUMBER" AND ORDER OF PLAY.

RULES OF PLAY:

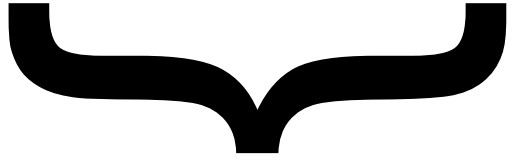
1. ROLL DIE (SINGULAR OF "DICE")
2. THE AMOUNT ROLLED WILL DETERMINE THE NUMBER OF MOVES
3. CHOOSE TO APPLY THE ROLL TO EITHER YOURSELF OR AN OPPONENT
4. DRAW A CARD -- RED INDICATES FORWARD MOVEMENT, WHILE BLACK IS REVERSE
5. PLAYERS WHO LAND ON BLACK SQUARE ROLL AGAIN. PLAYERS WHO LAND ON THE MYSTERY SQUARE MUST ROLL THE MAGIC NUMBER. FAILURE TO DO SO RESULTS IN COMPULSORY RETURN TO START.

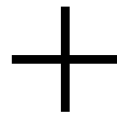
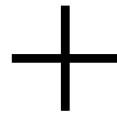
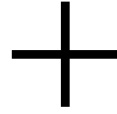


SCRAM!



PLACE CARDS HERE





SCRAM! IS A GAME OF CHANCE AND STRATEGY. IN THAT ORDER. SETUP REQUIRES THE GAMEBOARD, WHICH MUST BE TAPED TOGETHER, A SINGLE SIX-SIDED DIE AND A DECK OF CARDS. CARDS ARE SUPPLIED ABOVE, IN THE ABSENCE OF A STANDARD DECK. GAME PIECES CAN BE ANYTHING.

SCRAM! IS A PRODUCT OF YOUPOP DESIGN AND JOHN MINARDI, 2006. DO NOT REDISTRIBUTE ANY PART OF THIS WITHOUT PERMISSION. ENJOY!