

Grass™

OFFICIAL RULES

Grass is a draw game for 2 to 6 players. Grass is an attack-strategy game. Meaning that besides trying to be the first to achieve the goal of a \$250,000 score, each player tries to stop his competitors from getting rich. This may take one or even up to seven or eight hands depending, of course, upon the competition. And like the real thing, it's easy to learn.

These are the official rules and guidelines for playing the game of Grass. Any disagreement or misunderstanding must be referred to these pages.

In your convenient Grass baggie you will find an introduction, 104 cards and the scoring instructions along with these rules. There are 27 different cards in 7 easy to learn suits. Headings of the cards come in 7 varieties of colors.

After thoroughly shuffling the deck the dealer deals each player six cards face down. The first player to the left of the dealer opens the game by drawing from the Grass Stack. Players continue to draw and play in turn moving clockwise around the table.

Note: You must have six cards in your hand after your turn.

DETAILS ON HOW EACH CARD MAY BE PLAYED

1. MARKET OPEN CARDS (10)* are used to open your Hassle Pile and must be displayed in front of each player before he or she can begin to collect Peddle cards. Each player needs only one Market Open card to open their Stash in any given hand. (Unless some poor sap gets to play an Utterly Wiped Out card in which case he will need another Market Open card to restart.)

THE MARKET OPEN CARD MUST ALWAYS BE PLACED BACK ON TOP OF YOUR HASSLE PILE AFTER ANY HEAT ON HAS BEEN ELIMINATED FROM YOUR HASSLE PILE.

Even without a Market Open card a player may still lay Heat On cards on any opponent who has a Market Open card displayed.

2. PEDDLER CARDS come in six varieties:

Home Grown (6)	\$5,000	Denominations	\$30,000
Mexico (6)	\$5,000	Denominations	\$30,000
Colombia (5)	\$25,000	Denominations	\$125,000
Jamaica (5)	\$25,000	Denominations	\$125,000
Panama (5)	\$50,000	Denominations	\$250,000
Dr. Feelgood (1)	\$100,000	Denomination	\$100,000
			\$660,000

These cards represent earnings to be made from potential deals and the ultimate profit you can accumulate in your Stash. A player may place a Peddle card in his Stash only if he's already tabled a Market Open card and only if he or she is not being hindered by a Heat On card for that turn.

3. HEAT ON cards come in four varieties:

BUST (3) DETAINED (3) FELONY (3) and SEARCH and SEIZURE (3)

*Indicates quantities of each card in single deck.

These cards are placed on an opponent's Hassle Pile to hinder their progress in dealing and peddling. If a Heat On card is played on your Hassle Pile you lose the ability to place Peddle cards in your Stash—until you play either a matching Heat Off card or a Pay Fine/Heat Off, Stonehigh or Euphoria card!

4. HEAT OFF cards are similar in appearance to Heat On cards, but have a black bar diagonally across. They come in four varieties:

IMMUNITY (5) Bust	A BREEZE TO FLY (5) Detained
HEARSAY EVIDENCE (5) Felony	CHARGES DROPPED (5) Search & Seizure

Place the matching Heat Off card on your "heated" Hassle Pile, bring the Market Open card back to the top of the pile and you may continue to play on your next turn with no restrictions. (Unless in the meantime someone places another Heat On card on your Hassle Pile.)

PAY FINE—HEAT OFF (4) cards are played somewhat differently from the four other Heat Off cards.

When played on your "heated" Hassle Pile it may be used to "unheat" yourself by paying a fine of the smallest tabled Peddle card in your Stash to the Wasted Pile! (If you have no Peddle cards in Your Stash you may not take the heat off with this card.)

5. NIRVANA cards come in two delicious varieties:

STONEHIGH (5) and EUPHORIA (1)

Stonehigh cards give you an extra turn, totally eliminate any Heat On situations and require each player to give you the smallest tabled Peddle card in their Stash. Stonehigh cards are played on the Wasted Pile.

The single Euphoria card really sets you right when it's played on the Wasted Pile. It gives you an extra turn, totally eliminates any Heat On situation and requires each player to give you the highest tabled Peddle card in their Stash.

6. PROTECTION CARDS COME IN THREE VARIETIES:

Lust Conquers All (2)	Grab A Snack (2)	Catch a Buzz (2)
\$50,000	\$25,000	\$25,000

These cards are played on Peddle cards already in your Stash and protect them to the extent of the card's Protected face value.

THE PROTECTION CARD RULES:

- Protection cards protect your tabled Peddle cards in your Stash from Nirvana, Paranoia and Skim cards.
- You may not protect Dr. Feelgood.
- A \$50,000 Protection card may be used to protect a \$50,000 Peddle card or any combinations of \$50,000 or less but not greater than \$50,000.
- A \$25,000 Protection card may be used to protect a \$25,000 Peddle card or any combinations of \$25,000 or less but not greater than \$25,000.
- Protection cards can only protect Peddle Money tabled at the time of play.

NOTE: Protected cards are not subject to skimming by the holder of the Banker card at the end of a hand.

See Scoring Instructions and Diagram.

7. PARANOIA cards come in three sickening varieties:

SOLD OUT (4)
DOUBLE CROSSED (3)
and UTTERLY WIPED OUT (1)

When a Paranoia card is played on the Wasted Pile, each player must pass one card from his hand, face down, to the player on his or her left. This presents an opportunity for a player to pass another Paranoia card, or any card, to a paranoid competitor.

When you play a Sold Out card you lose your next turn to do anything and must place your lowest tabled Peddle card on the Wasted Pile. (If none are tabled you only lose one turn.)

When you play a Double Crossed card you lose your next two turns and must place your highest tabled Peddle Card on the Wasted Pile. (If no tabled cards in your Stash you just lose two turns.)

When you play the Utterly Wiped Out card it means just that. You lose your next two turns and must push all your tabled unprotected Peddle cards plus your Hassle Pile cards to the Wasted Pile. On your next available turn you must start all over again by opening your Hassle Pile with a new Market Open card. (Protection cards placed on your Stash protect the appropriate amount of Peddle Money from any Paranoia Card Action. See Protected card rules.)

IMPORTANT NOTE: If the hand ends and you're holding any Paranoia cards, the fines for each card are as follows, and in keeping score you must subtract the amount indicated below from your gross score:

	FINE
SOLD OUT	\$25,000
DOUBLE CROSSED	\$50,000
UTTERLY WIPED OUT	\$100,000

8. SKIM cards come in two varieties:

Steal Your Neighbor's Pot (4) and Banker (1)

These cards allow you to appropriate portions of your fellow player's unprotected Stash holdings and add them to your own Stash.

Steal Your Neighbor's Pot cards are played on the opponents Hassle Pile to relieve that player of his or her largest tabled Peddle card and place it in your own Stash. You may not place this card on an opponent while the Heat is on your Hassle Pile. You may play it on an opponent while they are under heat.

The player who holds the Banker card at the end of the hand can Skim 20% of each opponent's unprotected tabled Peddle cards.

The Banker card may be discarded on the Wasted Pile during a hand in which case it does not come into play, or it may be used for Negotiation at any time while still in your hand.

9. MARKET CLOSE cards (5) are used to stop the hand in progress by placing one on your own Hassle Pile at which time all transactions end.

A player may use a Market Close card only after he or she has played a Market Open card and only if he or she is not being hindered by a Heat On card. (A Market Close card may be discarded at any time on the Wasted Pile without stopping or hindering the game.)

NOTE: If the Grass Stack dwindles to nothing and no one has played the Market Close card, then the hand is automatically ended and all players' Net Scores are totalled.

GUIDELINE TO UNDERSTANDING SCORING AND STRATEGY

The object or goal of the Grass game is to be the first player to score \$250,000 of Peddle Money in one or a series of hands. If more than one player reaches \$250,000 in the same hand the winner is the one with the highest score.

The following example is an excellent reference to aid you in all aspects of scoring as well as giving you insights to some of the intricacies of strategy. The diagram shows a game that has just been ended by Player #1 in a four handed game.

CARDS HELD BY EACH PLAYER AT CLOSE OF SAMPLE HAND

- PLAYER #3**
Heat Off/Search & Seizure
Double Crossed (\$50,000 Fine)
\$50,000 Peddle
\$5,000 Peddle
\$25,000 Peddle
Pay Fine/Heat Off
- PLAYER #2**
Market Close
Protected \$50,000
Sold Out (\$25,000 Fine)
Steal Your Neighbor's Pot
Heat Off/Detained
Heat Off/Felony
- PLAYER #4**
Utterly Wiped Out (\$100,000 Fine)
Protected \$25,000
Heat Off/Detained
Stonehigh
Market Open
\$25,000 Peddle
- PLAYER #1**
Market Open
Stonehigh
\$5,000 Peddle
Banker
Heat Off/Bust
Pay Fine/Heat Off

STRATEGY POINTS FOR SAMPLE HAND

This game was well into the **Grass Stack** when Player #1 decided to end the game by playing his Market Close card on his Hassle Pile. Although Player #3 had more table Peddle Money, Player #1 ended the hand because:

- He had passed a Double Crossed and The Utterly Wiped Out cards earlier and knew he might get one back soon. Since those cards were in his competitors hands he knew that fines would bring down their net scores. Better they should pay the fines than he!
- He held the Banker card and a lot of Peddle money was on the table. His skim of 20% would be substantial.
- He had only \$5,000 Peddle in hand and thus would have very little to subtract from his gross Peddle.
- He had no Paranoia cards in hand and therefore would pay no fines.

HOW TO SCORE EACH HAND

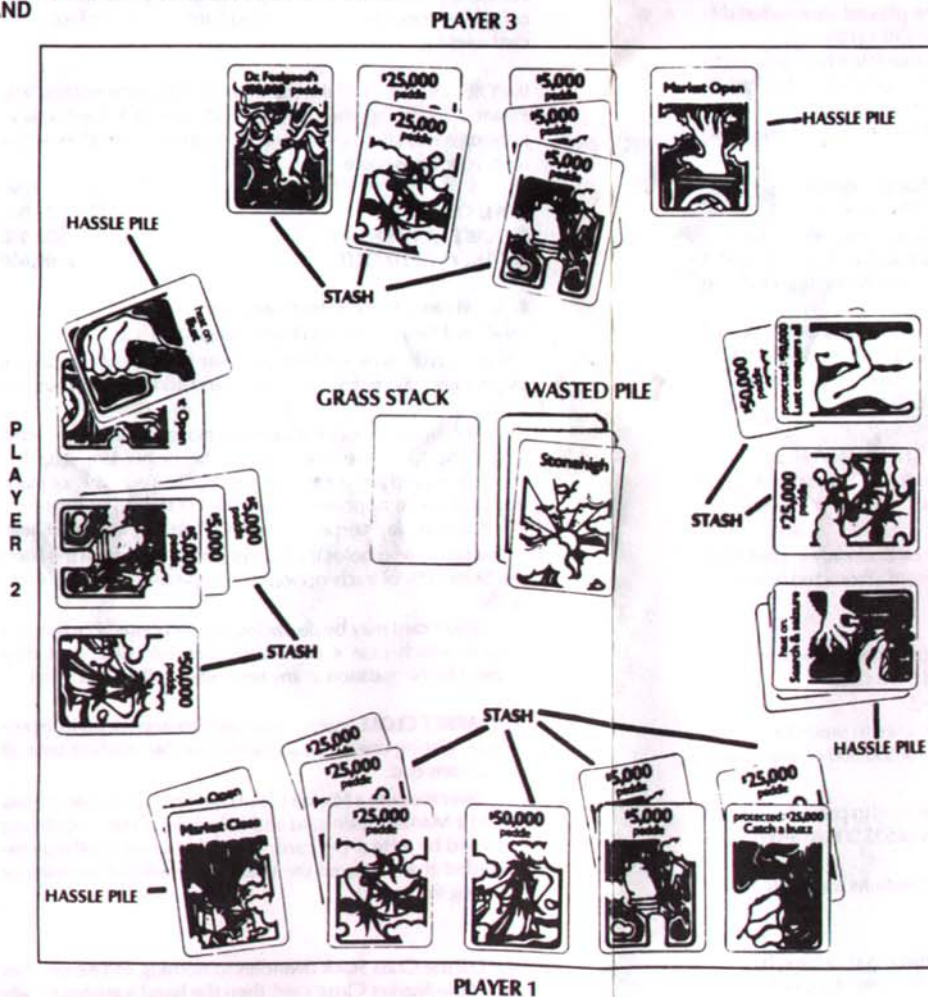
- Each player totals the Peddle Money in their Stash.
- If the Banker card is held then that player skims 20% off the unprotected tabled Peddle cards in each opponents' Stash. Opponents subtract the skim amount from their score.
- Each player subtracts amount of the highest single Peddle card held in their hand.
- Each player subtracts total of fines of the Paranoia cards held in their hand.
- Total net score for the hand.
- \$25,000 bonus goes to the player with the highest net score for that hand.

THIS THEN IS THE FINAL SCORE FOR THAT SAMPLE HAND

	Player #1	Player #2	Player #3	Player #4
1. Peddle Money	\$160,000	\$65,000	\$165,000	\$75,000
2. Banker Skims 20% (The holder of the Banker card skims 20% from the unprotected tabled Peddle Cards in each opponents' stash. Opponents subtract the skim amount from their score.)	41,000	*(13,000)	(33,000)	(5,000)
3. Less Paranoia Fines	0	(25,000)	(50,000)	(100,000)
4. Less Largest Held Peddle Card in Hand	(5,000)	0	(50,000)	(25,000)
5. Total Net Score For Hand	196,000	37,000	32,000	(55,000)
6. Bonus	25,000			
Total Hand	221,000	\$27,000	\$32,000	\$(55,000)

*() means Loss-subtract from score

CARDS ON TABLE AT CLOSE OF SAMPLE HAND



NEGOTIATION REGULATIONS

You may negotiate with or for any card in the deck. Negotiations can only be initiated by or with the player who has drawn from the **Grass Stack** and holds seven cards.

The basic negotiations open are:

- Direct hand to hand, one card for one card exchanges. Remember, each player may only hold six cards in his hand for play to continue.
- You may negotiate for and with table Peddle money. In this case, payment is made only from one Stash to another Stash. (one or more Peddle cards may be exchanged)
- You may negotiate a combination deal of (1) and (2) but when completed, each player must still have six cards in his hand.
- You may not negotiate for any cards in the Wasted Pile.

Yes, Like Player #4 you can end up very much in the hole while playing this dangerous game! These scores are added to the other hands and a running score is kept until the first person reaches \$250,000. That person then becomes the winner of the game. This may take one or even up to seven or eight hands depending, of course, upon the competition.

Nota:

If you feel you are mastering the game of "Grass" and are in the ranks of pros who can handle big deals then you may increase the goal of the game to \$500,000 or even \$1,000,000.

The Question is, Who is capable of making the biggest "Score"?

P
L
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R

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WARNING: DRUGS KILL!

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