CONTENTS
Cardboard Game Platform with Picture Wheel
36 Plastic Game Pegs
Illustrated Instructions

OBJECT OF THE GAME
To collect the most pegs by matching pictures.

Instructions

HUSKER DU is a trademark of Winning Moves Inc. © 2019 All Rights Reserved. Winning Moves Inc., 75 Sylvan Street, Suite C-104, Danvers, MA 01923. WINNING MOVES, WINNING MOVES GAMES, and CLASSIC, RETRO, COOL, & FUN, and Logos thereof, are registered trademarks of Winning Moves Inc. © 2019 Winning Moves Inc., 75 Sylvan Street, Suite C-104, Danvers, MA 01923. Colors and parts may vary. Made in CHINA.
SETUP
1. Place all 36 playing pegs into the 36 openings on the gameboard, covering the pictures.
2. Turn the wheel clockwise so the arrows on the gameboard line up with the next arrow on the wheel.

HOW TO PLAY
The youngest player goes first and randomly removes two pegs from the gameboard.

If the uncovered pictures match, then the player keeps the two pegs and continues by removing additional pegs, two at a time. As long as matches are made, a player's turn continues.

If the uncovered pictures do not match, the player replaces the pegs. Play passes to the next player, on the left.

Play continues in this manner until all of the pairs of pictures have been uncovered.

END OF GAME/WINNING
The game ends when all of the pegs are removed from the board. Players count the pegs they have collected. The player with the most pegs wins the game.

TO START A NEW GAME
Cover all the openings with the pegs and turn the wheel, clockwise to the next arrow. There are 18 different positions of the wheel, which provides a “new” gameboard each time the game is played. It would be virtually impossible to memorize all of the different layouts of the pictures.