OBJECT OF THE GAME
To be the first player to replace cards in your rack by drawing cards from the pile whose numbers read in any numerical progression from LOW to HIGH. (See Figure 1.)

RACKS
Each player uses one rack. The numbers appearing on each rack: 5, 10, 15, 20, 25, 30, 35, 40, 45, and 50 are used for scoring only.

DEAL
Cut for the deal. Low card deals first. The dealer shuffles cards and deals out ten to all players.

Important Note: As each card is dealt, each player immediately places it in a slot in his rack. Each player must insert his first card in slot #50, second card in slot #45, third card in slot #40, and so on until his rack is filled with all ten cards.

FIGURE 1

FIGURE 2

FIGURE 3

FIGURE 4

The bonuses scored for runs are as follows:

Three Card Run
75 points plus a Bonus of 50 points = 125 points

Four Card Run
75 points plus a Bonus of 100 points = 175 points

Five Card Run
75 points plus a Bonus of 200 points = 275 points

Six (or More) Card Run
75 points plus a Bonus of 400 points = 475 points

Note: If the player who goes Rack-O has two or more runs in his rack, he receives a bonus for only one of them, the longest if there is a difference.

Contact us:
Winning Moves Games
75 Sylvan Street, Suite C-104
Danvers, MA 01923
Phone: 1-800-664-7788 ext. 114
Fax: 978-739-4847
Email: wmmoves@winning-moves.com

YouTube / winningmovusa / winningmovesgames / winningmovusa

HASBRO GAMING, its logos and RACK-O are trademarks of Hasbro and are used with permission.