

Scoring:

Once in your car, your points are safe. Number cards are worth their face value, Jacks are worth 11, Queens 12, and Kings 13. Aces are worth 15. Jokers are worth zero (don't shop for them!).

Strategy:

It's up to each player to decide how much stuff is safe to carry, but just remember that the more loot you've got, the bigger a target you become.

You can take several turns in a row if you shoot everybody. Of course, you'd better be prepared, because one of them is bound to have an ace.

Beware of dead weight in your hand. You need to burn through cards quickly, and that means clearing out those hard-to-play sixes! It may also mean playing 2's and even 10's just to get them out of your hand, even if you don't need to move any further.

It's possible for several people to gang up on the leader, but they really have to make a concerted effort. Your best bet is to convince everyone **else** to gang up on the leader, and then go for points yourself!

Point Values

Card Rank:	Point Value:
2 - 9	Face Value
J, Q, K	11, 12, 13
Ace	15
Joker	Zero

Target Scores

If there are:	Play the Game to:
3 players	200 points
4 players	150 points
5 players	120 points
6 players	100 points
7 players	85 points
8 players	75 points

Spree! Classic Edition ©1997, 2005 Cheapass Games, Seattle, Washington. Graphics, Layout, and Game Design by **James Ernest**, Illustrated by **Phil Foglio**. Thanks also to the usual Cheapass crew, and an eight-year-old shoebox filled with naked but enthusiastic guinea pigs. For more great games from Cheapass Games, like **Kill Doctor Lucky**, **Freelander**, and **Unexploded Cow**, visit our double-secret Website at www.cheapass.com.

Hong Kong Rules:

So far, you've only read the rules for the basic game. In the second edition, we introduced a bunch of extra violence rules that we'd barely tested. Here they are!

Power Shots: Your shots go one space farther. Basically, you add 1 to your roll. That means, among other things, that 1's don't always miss.

The Fountain: Shooting people pushes them through the fountain. If they would stop right inside the fountain, they keep going to the other side.

Moving Cars: Your car is now a weapon, so there are some new rules for moving it. You still end your turn if you get into your car; you also end your turn by getting out of your car after you move it. However, you now need to **roll dice** to drive between parking spaces, just like a normal move.

The reason for the car movement rules is so that you can now shoot people from your car, and be shot while in it. You can also run people over, if you're lucky.

Auto Etiquette: You can't get out of your car until it's parked. And you can only drive in the parking lot and the open spaces (not in the shops).

Running People Over: If you run over someone in your car, they fall over, just as if they were shot. (They can't Ace this.) You can also shoot people from your car, and if you hit your target, you get an extra turn.

Now, there's a little problem: You can't **steal** stuff from people you're running over, because you're in the car. Instead, all the stuff in their cart is spilled all over the ground when you hit them, and is immediately discarded. Which is even better, if you think about it.... unless you wanted the game to ever end.



Springtime. Midnight. The Mall is beckoning.

Welcome to LeGrand Mall, the oldest and most poorly secured shopping mall in the world. It's as leakproof as the Titanic and as solid as a wet paper bag. This place just begs to be robbed.

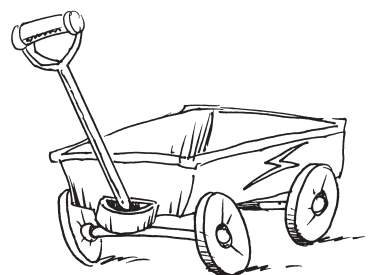
Enter you. And your infantile collection of friends.

It's not enough to simply loot this mall. No, you have to do it with a certain amount of flair.

Which boils down to an all-night looting race, with shopping carts, flashlights, and guns.

The object? Park your car, dash into the mall, and load up your little red wagon. You can snatch stuff out of the stores if you like, but it's even more fun to steal it from your friends.

Which would explain why you're carrying those big guns.



Included with this Game:

The **Spree!** board and this rulebook. The board is cut into four sections: you can secure it temporarily with sticky-notes, laminate it forever, or deal with four loose pieces that slip around constantly. Your call.

You Also Need:

Two matching pawns for each player: one of these pawns will represent the player, and the other will be his car; two six-sided dice; two standard poker decks with Jokers (shuffled into a single deck), and a way to keep score, such as chips, paper, or a battery of monks.

About the Board:

The board represents LeGrand Mall, that easily-robbed repository of consumer goods you've been hearing about. The darker squares are shops, the lighter squares are open space. The outer ring is the parking lot, and the cars in the parking lot represent parking spots. The thick black lines are walls.

In the center is a two-square "fountain." You can't **move** through this space, but you can **shoot** through it. It's sort of a semi-wall.

The Game in Brief:

Players run around the mall, grabbing stuff from the shops and also from each other. To keep your stuff safe, you need to take it to your car.

The winner is the first player to lock enough stuff in their car. For a good target score, based on the number of players, check the table on the back page.

To Begin:

Shuffle the two poker decks together. The backs don't need to be the same, but it helps. Leave the Jokers in; you can even use extra Jokers if you have them.

Deal a hand of five cards to each player. Put the deck where everyone can reach it, with space for discards beside it. When the deck runs out, shuffle the discards and replace the deck.

Roll dice to see who will park first. Starting with that player and moving to the **right**, take turns putting your cars in the parking spaces around the mall; it will help a little if you park close to the cards in your starting hand. You can't park in an occupied space, in case that wasn't obvious.

Normal play begins with player who parked **last**, and proceeds to the **left**. Players' pawns start at their cars.

On Your Turn:

At the beginning **and** at the end of your turn, you draw your hand up to five cards.

You can perform three basic actions on your turn: Moving, Shopping, and Shooting. There are also some special actions, like stealing other peoples' stuff, and stashing your loot in your car. All will be made plain below.

Moving:

To move, roll both dice, and move as far as you like, up to the number you rolled.

You don't have to take the entire roll; you can stop at any time.

You can only move orthogonally (not diagonally) and you can't move through walls. You can't move through the fountain.

You can move freely through other players, and cars, and you can even stop on the same spot with another player (or car).

The one thing you can't do is **double back**. This means going from one square to another, and then immediately back. For example, moving from the ♠ to the 9♥ and back to the ♠ in two steps. You can pass through the same space multiple times, you just can't do it right away. This rule will hardly ever bother you, but it means that when you move into a dead end (the Aces, Kings, and Queens), you have to stop moving.

Shopping:

Your hand is your shopping list. To play a card from your hand, you must move through a store that sells it (i.e. a space marked with that card), then lay the card on the table in front of you. This card is now in your "shopping cart."

You can play cards into your shopping cart at any point along your move, even on the square where you start. You will often lay down several cards on the same turn.

If you have both cards of exactly the same rank and suit, you can play them together; you don't have to walk over the same space twice.

Robbing Others:

Shops aren't the only place to get stuff. You can steal cards from other people's shopping carts, just by moving over them and playing the right cards. It's a little like shopping, but not exactly.

- You only need to match the **rank** of the card you're stealing, not the suit. For example, any 5 can steal a 5♣.
- The card you **play** is discarded, but the card you **steal** goes into your cart.
- Just one card is enough to steal **every** card of the same rank. In other words, if your victim has three Jacks, you can play just **one** Jack and steal them all.
- You can play as many steals as you want at the moment you walk over your victim, but you must play them one at a time, to give your victim the chance to Ace each one.

Special Cards:

10's and 2's: These cards function as Move-10 and Move-2, respectively. Play them to move further than the number you've rolled.

Though it doesn't usually matter, you do not have to play move cards before you start moving. This means that you can move to the end of your roll, then play a 10, finish that move, play another one, and so on. However, you still can't double back, so playing a move card after you move into a dead end won't do any good.

As with normal movement, you don't have to take the entire benefit of a Move card. In fact, it's sometimes a good idea to play 2's just to get them out of your hand, even if you don't want to move any farther.

Aces: These can be played normally, or as "stop" cards. Stop cards make certain other cards and actions fail, **even on other players' turns**. You can use an Ace to:

- Stop someone from shopping. The card they played is discarded instead.
- Stop someone from robbing another player's cart (like yours). The card they played is discarded.
- Stop a movement card from working.
- Stop a shot from hitting someone (see shooting, below).
- Stop another Ace from working.

That last one is worth attention: If you "Ace" someone's Ace, then whatever they were trying to stop doesn't stop. And that might have been another Ace, and so on.

You **can't** use an Ace to do either of the following, though we're sure you'd like to:

- Make your own shot succeed even though you rolled too low to hit.
- Stop a player from putting stuff in their car.

Jokers: Jokers are wild cards; they can be anything you want. You can use a Joker as an Ace, a movement card, or to steal cards from someone else. However, you probably don't want to play a Joker when shopping, because they aren't worth any points.

Shooting:

You knew we'd get to the shooting part eventually. Shooting incapacitates your enemies (yay) but it's also useful because a successful shot gives you another turn.

When you shoot someone, your victim must be in a straight line of sight (orthogonal, not diagonal), and must not be on the same square with you. You can shoot across the fountain, and you can even shoot past other players and cars, but you can't shoot through walls.

To shoot, roll one die and start counting where you stand. If you stop counting before you reach your target, you miss, which means if you roll a 1 you'll miss automatically.

If you stop counting exactly on the target, you hit it. If you keep counting, you not only hit, but you push the target backward until you stop counting, or until you hit a wall (or the fountain, or the edge of the board).

The player you hit falls over. If you miss, you fall over. Players who are lying down can't play cards.

For example, Let's say Brad is shooting at Janet. Janet is two spaces away from Brad, i.e., there is one

open space between them. If Brad rolls a 1 or a 2, he will miss, and fall over. If he rolls a 3, he will hit Janet exactly, and knock her over. If he rolls a higher number, he will push Janet backward, either to the end of his shot, or into an obstacle.

Janet can play an Ace to foil Brad's shot, if she has one. She doesn't have to do this until after she sees if his roll is good.

When you shoot someone, it ends your turn. You can't do anything else after shooting, except draw your hand back up to five. However, if your shot is successful, you'll take **another** turn right away.

If You Hit Someone:

If you hit your target, lay the victim's pawn down. This is significant, because if a player's pawn is lying down, that player **can't be shot at**, and also **can't play any cards**. The first rule keeps a shooting rampage from lasting forever; the second rule keeps downed players from playing Aces to prevent being robbed.

When you shoot someone, you **take an extra turn**. This gives you ample opportunity to rob your target, do some more shopping, or even go shoot someone else!

Players who are lying down will stand back up at the beginning of their next turn.

If You Miss:

If you shoot at another player and miss, **you** fall over instead. You'll stand back up on your next turn.

As mentioned above nothing can help you if you miss. You can't, for example, play an Ace to make your shot successful. Nice try.

Heading to your Car:

Once you've got a few cards in your shopping cart, you'll probably want to put them in your car, because this is how you actually score points and win the game. Move to your car, discard the contents of your shopping cart, and record the points (see below). Scoring ends your turn.

Being at your own car has special qualities: you can't shoot or be shot from that space, you can't play cards, and you may take your next turn to move your car.

Moving your car: if you start at your car, you can take a full turn to drive your car to a different parking spot. You still draw your hand back up to five, but you don't do anything else on that turn.

