

HOW TO PLAY

Grass™

AN INTRODUCTION

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, but hard to deal with the consequences.

HOW TO START SLOWLY ON GRASS

GRASS is a great game. And, whether the addiction is psychological, physical or both is difficult to ascertain. We suggest that you begin gradually with **GRASS**, till you get used to it. The best way to understand the game of **GRASS** is to experience it! So, play through these series of **LEARNING HANDS** and you will quickly find yourself thoroughly... into it! You will gradually be exposed to the rules of the game, step-by-step, so that after playing the fourth hand you will have accumulated the knowledge necessary to play all aspects of the game.

YOUR FIRST HAND

1. REMOVE THE FOLLOWING CARDS FROM THE DECK: (5) Stonehigh, (1) Euphoria, (2) Lust Conquers All, (2) Grab a Snack, (2) Catch A Buzz, (4) Sold Out, (3) Double Crossed, (1) Utterly Wiped Out, (4) Steal Your Neighbor's Pot, (1) Banker.

2. SHUFFLE THE REMAINDER OF THE DECK THOROUGHLY AND DEAL: Dealer begins with player to his left, deals six cards to each player (minimum of two players, maximum of six). Place the remaining cards face down in a pile, called the **GRASS STACK**.

3. EXAMINE YOUR HAND: The objective of the game is to put down as many **PEDDLE** cards (cards with dollar amounts on them) with as high a total as you can.

Before you can place Peddle cards down on the table (creating your **STASH**) you must have a **MARKET OPEN** card to begin with (which creates your **HASSLE PILE** when played in front of you).

Player to the dealer's left begins by drawing a card from the Grass Stack (he now holds seven cards in his hand) and playing a card (if he has a Market Open card - played in front to begin his Hassle Pile) or discarding into the **WASTED PILE** (next to the Grass Stack).

At the end of a turn you can not have more or less than six cards in your hand.

You can not draw from the Wasted Pile.

4. PLAY UNTIL ONE PLAYER CAN OPEN HIS HASSLE PILE WITH A MARKET OPEN CARD. Once you've put down a Market Open card you must wait for your next turn to put down a Peddle (money) card.

Any other player may stop you from tabling a Peddle Card - even if the other player hasn't yet opened with a Market Open card - by playing a **HEAT ON** card on your Market Open card.

You do not have to discard if you have played a card and only six cards remain in your hand.

5. HOW TO REOPEN AFTER MARKET OPEN CARD HAS BEEN COVERED: To be able to again put down Peddle cards the player with a Heat On card covering his Market Open card must wait for a **HEAT OFF** card that corresponds with the Heat On card (there are four varieties). Then move Market Open Card back to the top of the pile.



RIGHT PLAY

Heat Off Felony card played on top of Heat On Felony card (bring Market Open card to top of your Hassle Pile)



WRONG PLAY

Wrong corresponding Heat Off card played

Or you may reopen with a **PAY FINE - HEAT OFF** Card, if you already have Peddle cards down. Place the Pay Fine - Heat Off card on your Hassle Pile and pay a fine of your smallest tabled Peddle card to the Wasted (discard) Pile. Then move the Market Open card back to the top of the pile.

You need only one Market Open card at this time so if you receive others you may safely discard them.

You may not reopen a Hassle Pile with a Market Open card.

6. HOW EACH HAND ENDS: When any player puts a **MARKET CLOSE** card on top of his own Hassle Pile - which must be started and which cannot have a Heat On Card on top of it - the hand ends.

Or it ends automatically when the Grass Stack dwindles to nothing.



MARKET CLOSE CARD PLAYED ON WASTED PILE (HAND CONTINUES)



MARKET CLOSE CARD PLAYED ON YOUR OWN HASSLE PILE (HAND ENDS)

7. HOW TO SCORE A HAND: Each player totals the Peddle Money in his Stash (on the table) and subtracts the amount of the highest single Peddle card still held in his hand.

A \$25,000 bonus goes to the player with the highest score for that hand.

SECOND HAND

You may be wondering what all the fuss with this game is about at this point. Playing without the missing cards and

additional rules is holding you back from the full high - but more is coming soon.

WITH THE SAME CARDS SHUFFLE, DEAL AND PLAY THE GAME WITH THESE ADDITIONS: You will find that sometimes you can't draw the cards you need (i.e. Market Open, the right Heat-Off card, etc.). Negotiating for needed cards with another player may be the answer. You may now negotiate to exchange with or for any one card in the deck that someone is holding (a hand-to-hand exchange), or negotiate to exchange one or more cards on the table (a stash-to-stash exchange), or negotiate both deals (hand-to-hand, stash-to-stash) with the same player.

NEGOTIATING can only be initiated by or with the player who has drawn from the Grass Stack and holds seven cards.

You may not negotiate for any cards in the Wasted Pile. **REMEMBER!** You may only have six cards in your hand at the end of each turn.

THIRD HAND

1. ADD THE FOLLOWING CARDS TO THE DECK: **PROTECTED CARDS:** (2) Lust Conquers All, (2) Grab a Snack, and (2) Catch A Buzz; **SKIM CARDS:** (4) Steal Your Neighbor's Pot, and (1) Banker.

2. SHUFFLE THOROUGHLY, DEAL, AND PLAY WITH THE ADDITIONAL CARDS FOLLOWING THESE RULES: **Steal Your Neighbor's Pot** cards when held may be placed on an opponent's Hassle Pile to relieve him of his largest tabled Peddle card and place it in your own Stash (once you've made your haul the opponent places the original top card back on top of his hassle pile).

You may not place this card on an opponent while the Heat is on your Hassle Pile, but you may play it on an opponent while they are under Heat.

Protected cards allow you to protect your Stash from **Steal Your Neighbor's Pot** cards. They can only protect, however, Peddle Money already tabled.

You may protect a \$50,000 Peddle Money card or any combinations of \$50,000 or less - but not for an amount greater than \$50,000. And a \$25,000 Protected card works for only that amount, combination, or less.

Banker Card: Whoever holds this at the end of the hand can skim 20% of each opponent's unprotected tabled Peddle cards. It may be discarded on the Wasted Pile during a hand, in which case it wouldn't come into play during the hand, or it may be negotiated for another card.

Note the **SCORING RULES** for proper calculations.

FOURTH HAND

1. ADD THE FOLLOWING CARDS TO THE DECK: **Nirvana Cards:** (5) Stonehigh and (1) Euphoria; **Paranoia Cards:** (4) Sold Out, (3) Double Crossed, and (1) Utterly Wiped Out.

2. SHUFFLE THOROUGHLY, DEAL AND PLAY WITH THE ADDITIONAL CARDS FOLLOWING THESE RULES: **NIRVANA CARDS:** **Stonehigh** cards when played (you may want to hold them a while for strategy) give you an extra turn (one more draw), eliminate any Heat On Cards (put the Heat On Card underneath your Hassle Pile and return Market Open card to the top), and require each player to give you the smallest tabled Peddle card in their stash (to be placed directly into your Stash).

Place the Stonehigh card on the Wasted Pile to bring it into play. This is not a discard.

The one **Paranoia** card works the same as a Stonerigh card, but you get the **highest** tabled Peddle card from each player.

PROTECTED CARDS DO PROTECT YOU FROM THE NIRVANA CARDS.

PARANOIA CARDS: If any of the Paranoia cards is discarded onto the Wasted Pile each player must pass one card from his hand, face down, to the player on his left.

BUT!

When YOU play a **Sold Out** card you lose one turn and must put your lowest tabled unprotected Peddle Card (if none are tabled just lose one turn – this is true of all Paranoia cards) on the Wasted Pile.

When you play a **Double Crossed** card you lose two turns and you must put your **highest** tabled unprotected Peddle card on the Wasted Pile.

When you play the **Utterly Wiped Out** card you lose two turns and you must put **all** your tabled unprotected Peddle cards and **all** your Hassle Pile cards on the Wasted Pile, and must reopen with a new Market Open card. REMEMBER! PROTECTED CARDS DO PROTECT YOUR TABLED PEDDLE CARDS FROM PARANOIA CARDS.

3. SCORING WHEN PLAYING WITH THE ADDITIONAL CARDS: If your hand ends and you're holding any Paranoia cards, the fines for each card are as follows (subtract the amount indicated below from your gross score):

Sold Out	\$25,000
Double Crossed	\$50,000
Utterly Wiped Out	\$100,000

NOW YOU'RE READY FOR SOME SERIOUS GRASS

The four hands you have just played have allowed you to understand the basic approach to playing and enjoying the game of **GRASS**. After this preliminary taste of **GRASS**, you should feel the urge to get a further appreciation of it. So your next step is to read the **OFFICIAL GRASS RULES** thoroughly and refer to it as questions arise.

It has all the details, including "HOW TO SCORE" and "STRATEGY".

DEFINITIONS

GRASS STACK – All Draw cards are obtained from here.

WASTED PILE – All Discards go here. Only Nirvana and Paranoia cards come into play when placed here.

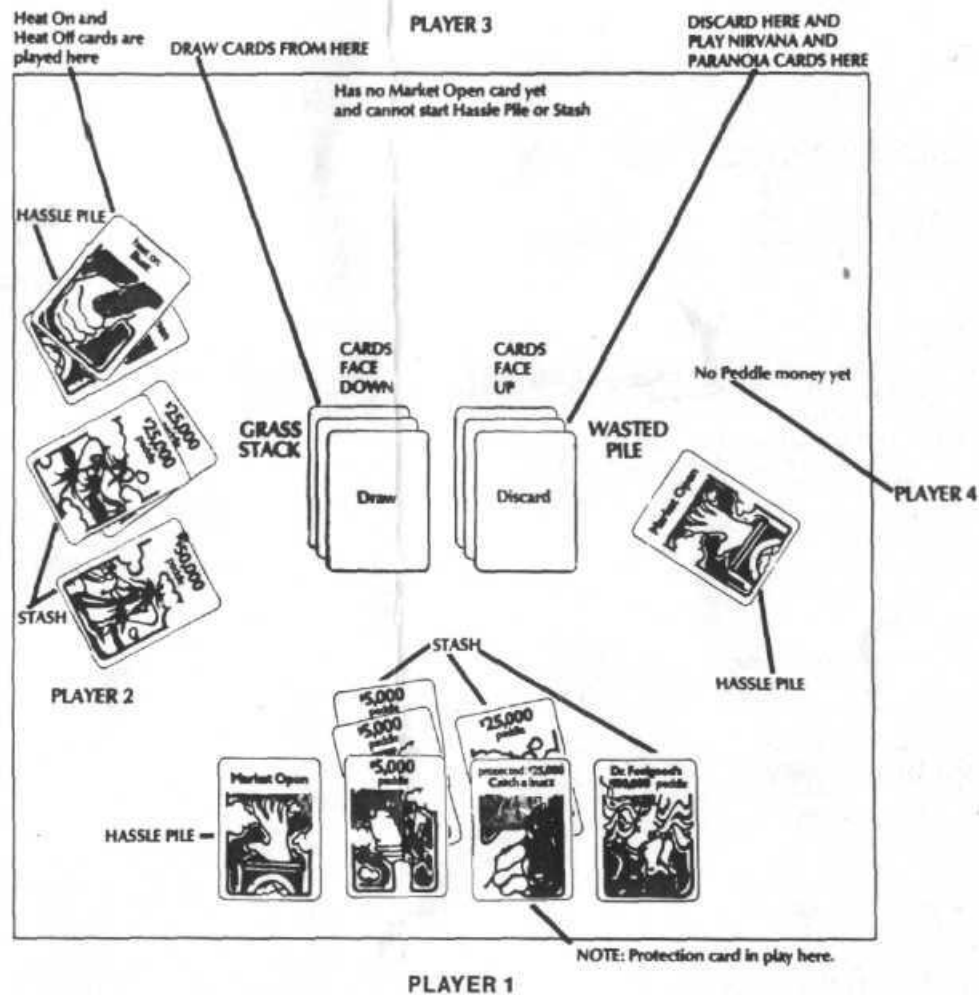
HASSLE PILE – Each player starts one with a Market Open card. Opponents put "heat" on your Hassle Pile. You "unheat" yourself with "heat off" cards so you can build your Stash with Peddle cards.

STASH PILE – Each player's Peddle cards are placed here in full view of all players.

IMPORTANT:

- 1 Shuffle cards thoroughly.
- 2 Each player is dealt 6 cards face down to start every hand.
- 3 Players draw in turn going clockwise from the dealer.
- 4 You can have no more-or-no-less-than six cards in your hand after your turn.

DIAGRAM: WHERE AND HOW YOU PLAY YOUR GRASS CARDS



FOUR PLAYER HAND IN PROGRESS

MOST COMMONLY ASKED QUESTIONS

Question – Can you play a "Protection" card or a "Heat -On" card when the Heat is on You?

Answer – No!

Note: A "Heat-On" card may not be placed on an opponent if he or she has not opened their "Market".

Question – Can you "Steal Your Neighbor's Pot" before your "Market" is opened?

Answer – No!

Question – If a "Heat-On" card is already displayed on an opponent's "Hassle Pile", can another player discard a "Heat-On" card on that same "Pile"?

Answer – Yes! The top "Heat-On" card must be matched in order to open the "Market".

Feel free to write if you have any questions regarding play or if you would be interested in participating in a "GRASS TOURNAMENT"!

Note: As a vicarious dealer, you can strike it rich and live a life of luxury, or you can watch yourself sink deeper and deeper into the unmanageable life of a dealer. **DOCTOR DEATH!**

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	\$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.

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

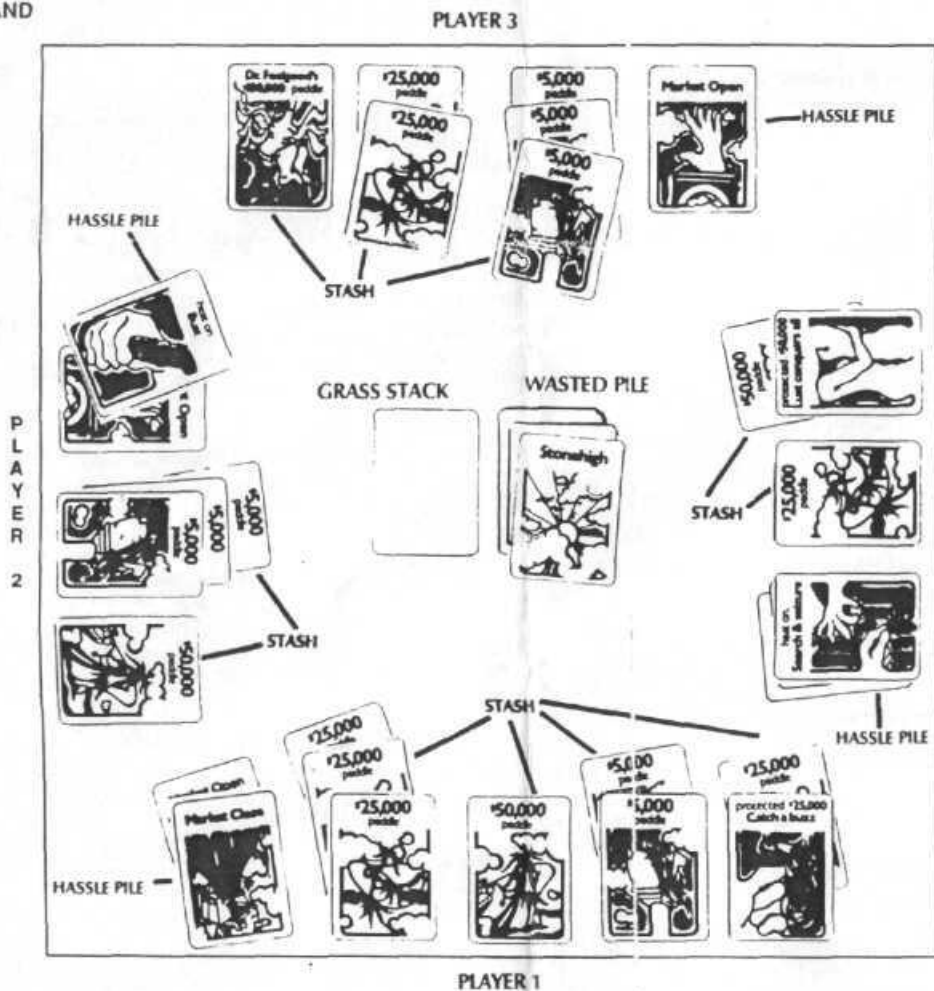
PLAYER #3
Heat Off/Search & Seizure
Double Crossed (\$50,000 Fine)
\$50,000 Peddle
\$5,000 Peddle
\$5,000 Peddle
\$25,000 Peddle
Pay Fine/Heat Off

PLAYER #2
Market Close
Protected \$50,000
Sold Out (\$25,000 Fine)
Steal Your Neighbor's Pot
Heat Off/Detained
Heat Off/Felony

PLAYER #1
Market Open
Stonehigh
\$5,000 Peddle
Banker
Heat Off/Bust
Pay Fine/Heat Off

PLAYER #4
Utterly Wiped Out (\$100,000 Fine)
Protected \$25,000
Heat Off/Detained
Stonehigh
Market Open
\$25,000 Peddle

CARDS ON TABLE AT CLOSE OF SAMPLE HAND



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

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.

Note:
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"?

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