

The **Pocket Ragz** ©2008 game series presents...

Change ©2008

Reference Booklet

Complete Details and Illustrations

See Rules Sheet to start
playing right away.

See Owners Guide for safety
instructions, game contents,
game packing and more.



Warning! Choking hazard.
Game Bag contains small parts.
Not for children under 6 years of age.

**Pocket
Ragz** ©2008

**Pocket to play-time
in no-time!**

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Complete Details and Illustrations

To start playing right away, please refer to the Rules Sheet. If you have any questions during the game, the following Table of Contents can point you to a section in this booklet for answers.

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Welcome to...



Reference Booklet

Object of the Game:

To have fun playing with the other players and being first to release (get rid of) all of your Self Credits.

Game Setup:

Unfold cloth board and smooth it onto your table. Dump the playing pieces out onto the center. Each player chooses a color and places his color Challenge Markers off the board in front of him. Place your color Ragz Track Marker on the Start Space. Each player takes 120 Self Credits (50 for the Short Game) and the remaining credits are placed in game stacks of each type within easy reach.



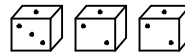
Ragz - Track Marker
(1 per player)



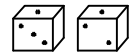
Challenge Space
(18 on board)



Challenge Marker
(12 per player)

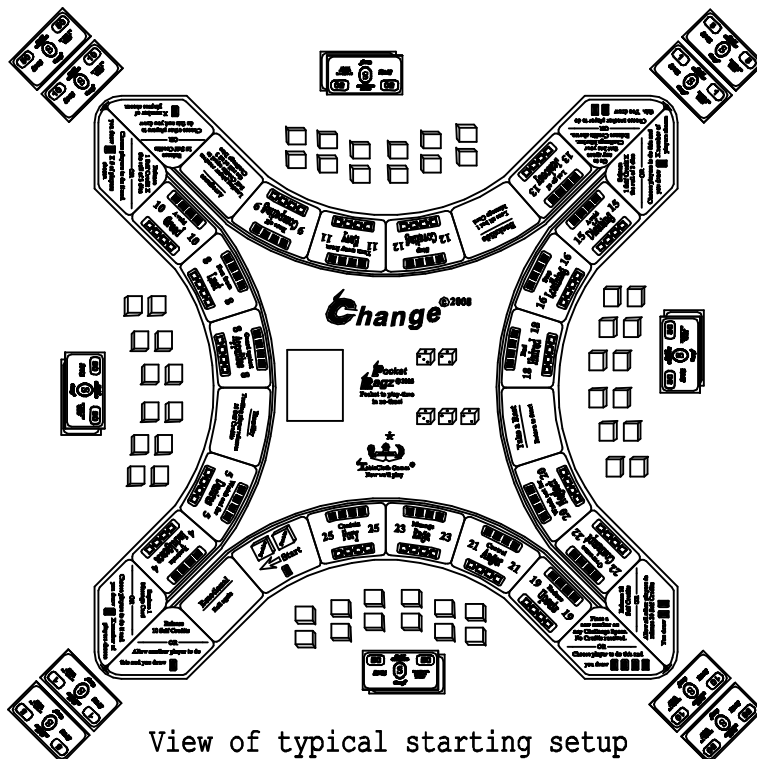


Challenge Dice
(3 Blue)



Track Dice
(2 Red)

Shuffle and place Message Cards in a stack face down somewhere inside the track. The track is made up of 32 spaces around the board. Players each roll the two Track Dice. Player with high number starts. She rolls the Track Dice and moves her Ragz the number of spaces shown.



View of typical starting setup

Notice that there are 2 sets of credits. Stacks are at opposite corners so all players can reach each type. (Players can each handle their own receiving and releasing of credits.)

Turns:

The player whose turn it is takes these steps...

- 1) Rolls 2 Track Dice, moves her Ragz (Track Marker) the number of spaces shown on the dice, and acts on the instructions for the space landed on. A turn always starts with this Track Move.
- 2) If desired (Option Move), picks up her Ragz and moves it to any Challenge Space that does not already have one of her Challenge Markers on it. She then carries out a Challenge as explained below in the next section.

Note: "Landing" means arriving on a Challenge Space in the Option Move as well as arriving as a result of a Track Move. The "lander" is the player who arrives at a space by either the Track Move or the Option Move.

- 3) Message Cards may be played during your turn as explained in the Section "Message Cards".

Challenge Spaces:

There are 18 Challenge Spaces around the Track. They are the spaces with a word in bold in the center and a number on either side of the word. Players want to place Challenge Markers on these spaces because later when any player lands on one of them, the player(s) with a Challenge Marker there releases (pays to the game stacks) the amount of credits shown by the number on the space. This is the quickest way to release credits, and the first player to release all his credits is declared the winner.

Landing on Challenge Spaces:

When your Ragz Marker lands on a Challenge Space from either a Track Move or an Option Move...

- Any players who have a Challenge Marker on that space get to release credits to the game stacks equal to the number listed on the space.
IMPORTANT: Any number of players may have their Challenge Marker on the same Challenge Space.
- If you, the lander, already have a Challenge Marker there, you don't carry out a Challenge.
- If you, the lander, don't have a Challenge Marker there, you receive from the game stacks credits equal to the number listed. You must receive them even though your goal is to get rid of all your credits to win the game.
- If you don't have a Challenge Marker there, you may then proceed with a Challenge.

Challenges:

To place your Challenge Marker on a Challenge Space, you need to land there to take on its Challenge. After landing you must receive the credits listed since you don't have a Challenge Marker there yet. Other players who have Challenge Markers there will release the listed credits.

Next, you take the following Challenge steps...

- 1) Roll all 3 blue Challenge Dice at once, choose one with the largest number shown, and set it aside.
- 2) Roll the remaining 2 blue dice, and again choose one with the largest number shown, and set it aside.
- 3) Finally, roll the last blue die.
- 4) Add the total of the 3 dice. If the total is 13 or greater, you have met the Challenge. You place one of your Challenge Markers on any one of the colored square areas in the upper part of the Challenge Space. Later when any player, including yourself, lands on this space, you will release the number of credits shown there.

If the total is less than 13, you did not meet the challenge and no Marker is placed.

Once you have a Challenge Marker on a space, you never carry out another Challenge there. There's a maximum of one Challenge Marker per player on any space. However, more than one player may have their Challenge Marker on any space.

A player may take on a Challenge as result of a Track Roll landing on a Challenge space where she

doesn't have a Challenge Marker, and then take on another challenge as a result of an Option Move, both in the same turn. In any case, whenever you land on a space that doesn't have your Challenge Marker on it, you must first receive the number of credits shown on the space whether you landed there as a result of a Track Move or an Option Move.



Challenge Marker placed by one player.

Option Move: (Limit of one Option Move per turn.)

After the normal Track Move, a player may make one Option Move by picking up his Ragz (Track Marker) and moving it to a Challenge Space that does not have his Challenge Marker on it. If he does, he receives the listed credits and then takes on the Challenge. It's like a second Track Move without dice except that he may not move to any other type of space, nor to a Challenge Space that already has his Challenge Marker on it.

The Option Move affects other players in the same way as a Track Move does. If any of the other players have Challenge Markers there, they immediately release the amount of credits shown just as they would if it were a Track Move. Once you use all 12 of your Challenge Markers, you can't make an Option Move or do a Challenge.

Releasing Credits:

As discussed above, whenever any player lands on a Challenge Space that you have your Challenge Marker on, you immediately release the number of credits shown on that space. This is true if it is your Ragz or another player's Ragz that lands on it. This helps you get rid of credits which is the object of the game. Credits are released immediately upon landing no matter what happens later in the turn.

IMPORTANT: Credits are released (gotten rid of) to the game stacks. Credits are received from the game stacks. Players never release or receive credits from each other.

Because more than one player may have a Challenge Marker on a Challenge Space, more than one player releases credits when a player lands on a space that has more than one Challenge Marker on it. However, no player has more than one of his Challenge Markers on a Challenge Space.

Challenge space review:

When you land on a Challenge Space that already has your Challenge Marker on it, you release the number of credits shown and so do any other players who have Challenge Markers there. You continue your turn as normal.

When you land on a Challenge Space that does not have your Challenge Marker on it...

- You receive the number of credits shown from the game stacks.
- Other players who have a Challenge Marker there release the number of credits shown.
- If you landed there for your Option Move, you must now take on the Challenge.
- If you landed there from a Track Move, you can take on the Challenge or decide not to.

Note: The reason you may decide not to is because you have only 12 Challenge Markers. You may want to save them for other spaces you have in mind. This is especially true for the Advanced Game (See the section below titled "Advanced Game with Sets of Challenge Spaces:"). In this game you can double the credits you release by getting your Challenge Markers on all spaces of a set (group of spaces of the same color).

Option Move Limitations:

You may not use an Option Move to go to a Challenge Space that already has your Challenge Marker on it. You may not use an Option Move to go to any space other than a Challenge Space. You may not use an Option Move if you are out of Challenge Markers. You may play a Challenge Space Message Card (see "Message Cards:" section below) in place of your Option Move.

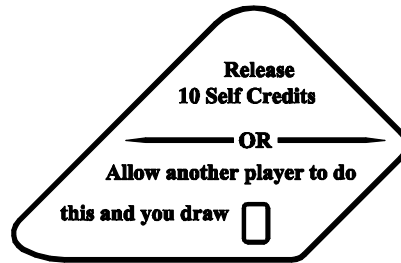
Special Track Rolls:

When you roll doubles, you must immediately move your Ragz to the Start Space and draw a Message Card. Your turn is over and you may not play any Message Cards nor use an Option Move.

Corner Track Spaces:

When a player lands on one of the 8 Corner Spaces on the Track, he has a choice to make. He can follow instructions above the lines with "OR" between them, or he can instead allow another player to follow those instructions while he draws the number of Message Cards shown at the bottom of the space. The landing player then continues his turn as normal. If he chooses to follow the instructions at the top of the page himself, no-one draws any Message Cards.

Moving clockwise from Start, the first Corner Space is the one shown below. When a player lands on this space, she decides whether to release 10 credits or to choose another player to release 10 credits while she draws one Message card. If she chooses another player, it helps that player get rid of credits which is the object of the game. However, she also helps herself because Message Cards can be quite valuable.



The 2nd Corner Space allows the lander to replace one of his Message Cards. He can put it at the bottom of the deck and draw a new one off the top. Or, he can instead choose one or more other players to each replace one of their Message Cards. He then draws for himself the number of Message Cards equal to how many players he chose.

If the lander here decides to choose one or more players to replace a Message Card, he must choose player(s) who have at least one Message Card to replace. Each of the players he chooses can decide which Message Card to replace if they have more than one, but each must replace one.

Often a player landing on a Corner Space will want to choose another player(s) to follow the instructions. If so, he must choose only a player(s) who is able to follow those instructions, and that player must follow them. After the instructions are followed and the lander draws the appropriate number of Message Cards, he continues his turn as normal. If no other player can follow them, he must follow them himself and he cannot draw any Message Cards.

Continuing clockwise around the board, the next Corner Space we come to (3rd one from Start) is "Release 1 Self Credit X Roll of all 3 dice". The lander may decide to go ahead and roll the 3 Challenge Dice and release the number of credits equal to the total of the dice. She then continues her turn as normal. She can instead choose any other player(s) to each roll them and each release credits according to their roll. If she chooses another player(s) to roll, she draws as many Message Cards as the number of players she chose. She then continues her turn.

The next (4th) Corner Space is "Release 15 Self Credits". The lander can release 15 credits and continue her turn, or she can choose any other player or players to each release 15 credits while she draws Message Cards equal to the number of players she chose. She then continues her turn.

Notice that some Corner Spaces allow the lander the option to choose one other player, while other Corner Spaces allow the lander to choose multiple numbers of other players.

The next (5th) Corner Space states "Go to any space that has your Challenge Marker. Release Credits shown". Here the lander can choose to pick up his Ragz and move it to any Challenge Space that has his Challenge Marker already on it. He releases the number of credits shown on that space and continues his turn as normal. He can instead decide to choose one other player to do this while he draws 2 Message Cards. If the player chosen has more than one Challenge Marker on the board, she can decide which one to go to, but she must move her Ragz to one of them and release the number of credits shown.

If the lander on the 5th Corner Space does not have any Challenge Markers on any spaces, he must choose another player to follow the instructions while he draws the 2 Message Cards. If no player has any markers out yet, no one follows these instructions and no one draws any Message Cards. The lander's turn continues as normal.

The situation above illustrates that players must follow instructions as best they can even if they cannot follow them completely.

The 6th Corner Space is the same as the 3rd Corner Space. The 7th is similar to the 5th except that if the lander decides not to release the 20 credits herself, she must allow each of the other players to release 20 credits while she draws 2 Message Cards.

The last Corner Space (continuing clockwise) is "Place a new marker on any Challenge Space. No credits received". A lander here can place a Challenge Marker on any Challenge Space where she doesn't already have one. She also moves her Ragz to the space she chooses to place her Challenge Marker on and doesn't receive any credits.

If she decides not to place a Challenge Marker herself (or doesn't have one to place), she chooses another player to follow these instructions (including moving his Ragz to his chosen space). She then draws 4 Message Cards. This is usually a very powerful incentive for having another player carry out the action.

IMPORTANT: Only the lander ever has the option of drawing any Message Cards.

If the instructions on a corner space cannot be followed by anyone, play continues as normal and the lander doesn't draw any Message Cards.

Other Track Spaces:

There are 6 other Track spaces besides Challenge Spaces and Corner Spaces. The Start Space is where players put their Ragz (Track Markers) to start the game. Once the game is started, players may land on the Start Space in 3 ways. They may land on the space titled "Take a Rest", they may roll doubles for their Track Roll, or they may land there as a result of a normal Track Roll that happens to land them there.

When a player lands on the Start Space, he draws a Message Card and ends his turn immediately. He may not play any Message Card or make an Option Move.

The space titled "Emotional" requires the lander to roll the Track Dice again, moving Ragz forward the number of spaces shown.

When any player lands on the space titled "Humility", the player who has the most credits (Trailing Player) releases 10 credits. If there's a tie for the most credits, each tying player releases 10 credits. The lander continues the turn as normal.

When any player lands on the space titled "Arrogance", the Leading Player (player with the least number of credits) rolls all 3 Challenge Dice and receives the number of credits shown. If there's a tie for Leading Player, tying players each roll and receive credits shown. The lander continues the turn as normal.

Landing on the space titled "Backslide" requires the lander to lose all but one of his Message Cards. He chooses the one to keep and places the rest (if any) under the deck.

When a player lands on the space titled "Take a Rest" she immediately moves her Ragz to the Start Space and draws a Message Card. Her turn is over.

Message Cards:

Message Cards are drawn as a result of landing on a Corner Space and deciding to choose another player to follow the instructions there instead of the lander following them herself. They are a reward for assisting other players. A Message Card is also drawn as a result of landing on the Start Space.

Message Cards can be played only during your turn after your Track Move is complete, including acting on the space you landed on. You can play a Message Card when you draw it, or hold it for playing later. You can keep them secret from the other players, holding them in your hand or placing them face down off the board in front of you. You can hold up to 5 Message Cards, but cannot draw a 6th.

You can play any number of Message Cards during your turn. Play them one at a time showing all the players, act on each one as you play it, and then place it face down under the deck.

"Replace" Cards allow a player to replace up to the number of cards listed. A "Replace" Card is always played with the Message Card or Cards you are replacing. If you replace a Message Card, you get to draw a new one, but you don't draw a new Card for the "Replace" Card itself. As a result, you place one more card under the deck than the number of cards you draw when doing this replacement. You may not play a "Replacement" Card by itself.

There are several "Add" Message Cards with values from 1 through 5. When you are taking on a Challenge, you are attempting to match or beat 13 by rolling the 3 Challenge Dice and setting aside the dice, one at a time, as you do (see the "Challenge Spaces:" Section). After you have rolled the dice, your total may be less than 13. This would mean failure. However, if you have an "Add" Message Card, you can play it after the dice roll and add the number shown on the "Add" Card to the dice total to meet or exceed the 13 needed. You may play more than one "Add" card if you have them in order to increase your total to 13 or more.

Playing a Message Card showing a Challenge Space allows a player to move her Ragz to that space in place of her Option Move. It can be better than the Option Move it replaces because it allows the player to move to the space even if she already has a Challenge Marker there. If she does, she releases the number of credits shown on the space. If it is a space where she doesn't already have a Challenge Marker, she receives the number of credits shown on the space as normal. She then may (optional) place one there without taking on a Challenge. Success is automatic. She cannot do this and an Option Move in the same turn. However, you may play a Challenge Space Message Card and move there, even when you are out of Challenge Markers and can't do a Challenge.

Message Cards showing a Challenge Space with no name on it are played the same as those with a Challenge Space named, except that the player can choose any Challenge Space on the board.

Advanced Game with Sets of Challenge Spaces:

Challenge Spaces are arranged in groups called sets by color and location. As soon as a player has a Challenge Marker on each of the Challenge Spaces of a set, she slides them down from the top area on each of the Challenge Spaces to the bottom. From then on when any player lands on one of the Challenge Spaces in this set, the owner of these Challenge Markers will release twice the credits that she would otherwise release.

More than one player may eventually be able to place a Challenge Marker on each of the spaces of a set. This is normal and all players who have done this will release double the normal credits when any player lands on any of the spaces of that set.

Ending the Game:

When a player releases all her credits, she is declared the winner. For example, let's say a player has 20 credits left, and a player lands on a Challenge Space that has her Challenge Marker on it. If the Challenge Space has a value of 20 or more, she releases the 20 credits and she wins.

If more than one player releases all their remaining credits at the same time, there is a tie for winner. The recommended way to break the tie is to play a tie breaker game in which the players start with only 50 credits. This will likely be a much shorter game.

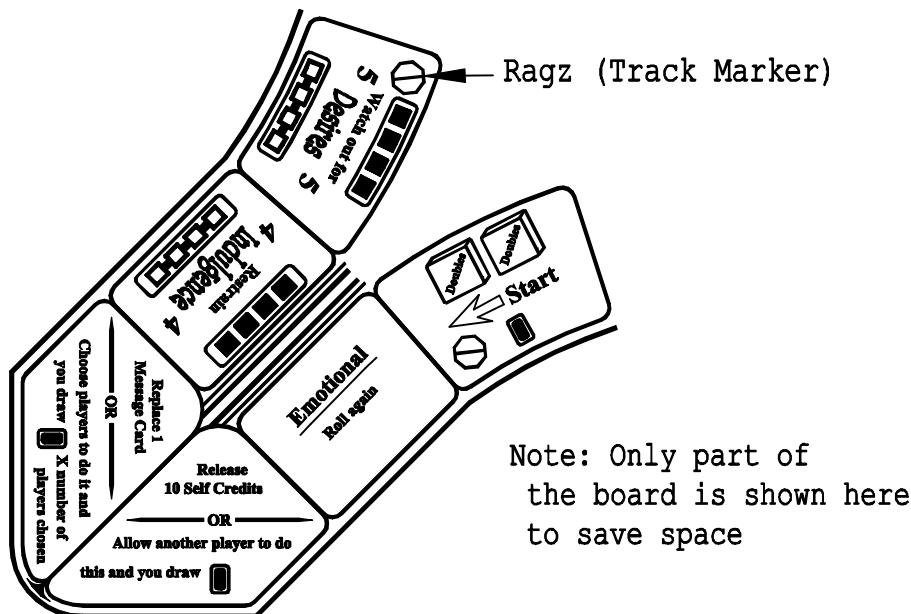
Players may also decide before starting that they'd like to play a certain number of games, creating a tournament. At the end of each game, players who didn't win have to record and accumulate their credits. When the end of the last game comes, the player who accumulated the least number of credits is declared the tournament champion.

Short Game:





For a shorter game, start with just 50 Credits for each player. For the short game and for tie breaker games, the strategy for which sets the players want to get may be different from the standard game where they start with 120 Credits.




Sample Turns:



A player with his Ragz on the Start Space rolls a 4 and a 1, moves his Ragz 5 spaces from Start, and lands on the "Desires" Challenge Space.



He receives 5 Credits as shown on the space. He then decides to take on the Challenge, hoping to place one of his Challenge Markers there. He rolls the 3 blue Challenge Dice...

He rolls and gets    He sets aside a 5 and rolls the remaining 2 dice. 

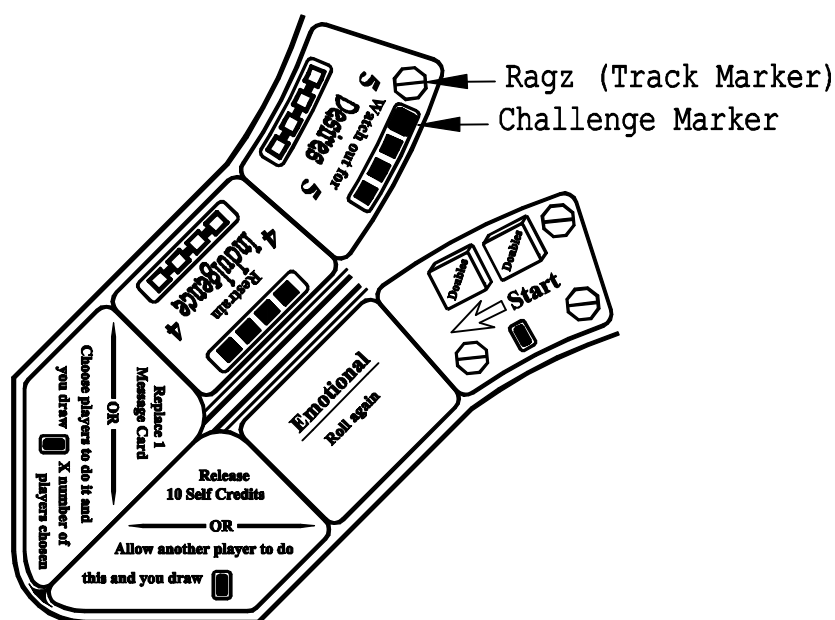
He rolls and gets   He sets aside the 4 and rolls the last die. 

He rolls and gets  He puts the 4 with the other two dice he has set aside. 

He now adds the total of all three dice...

$$5 + 4 + 4 = 13 \text{ total}$$

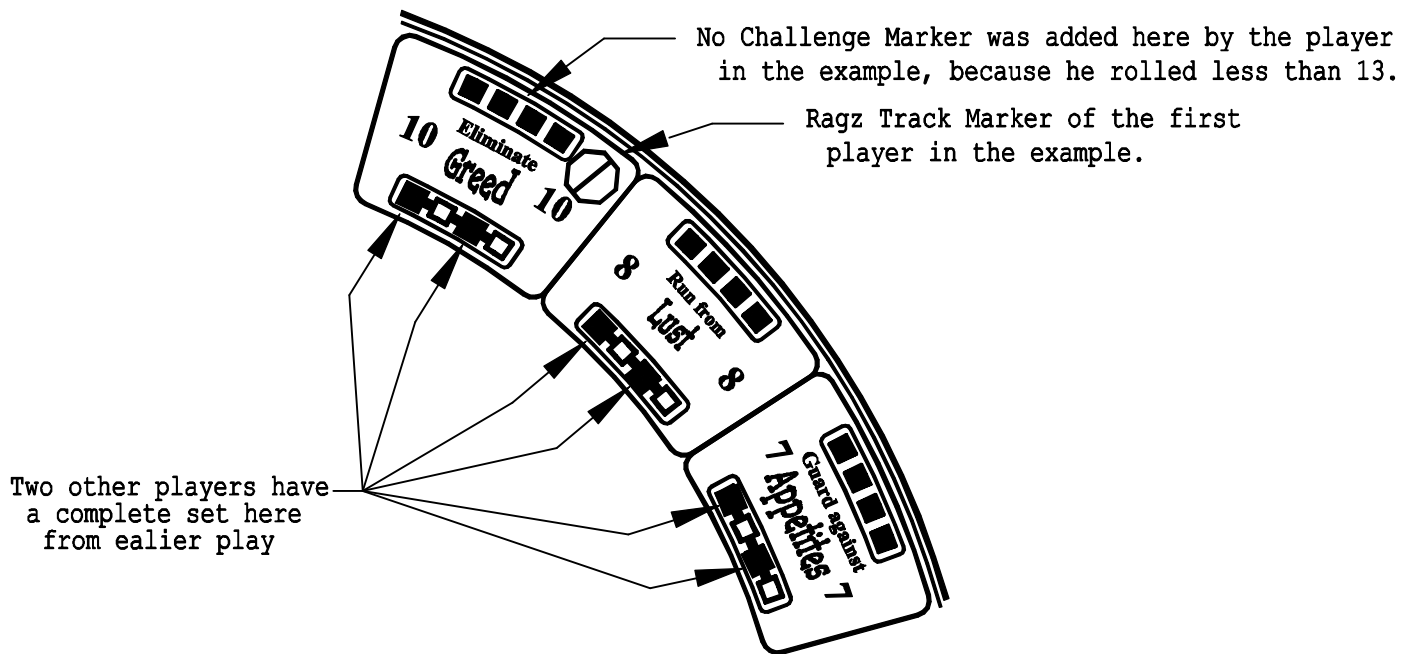
Since his total is equal to or greater than 13, he is successful and places his Challenge Marker at the top of the "Desires" space.



He now decides to make an Option Move to the "Greed" space. First, he receives the 10 Credits shown on the space. The other players with Challenge Markers here release credits as normal. The lander must now take on the Challenge.

Let's say this time the 3 dice he sets aside added up to 11. Since 11 is less than the 13 needed, his challenge fails.

Notice in the next illustration that two other players (Ragz Markers not shown) have already completed the set here earlier in this Advanced Game, and so they release double the normal number of credits when any player lands here. For example, 20 credits for the "Greed" Challenge Space instead of 10. They have slid their Challenge Markers to the bottom of the spaces to show that they have a set.

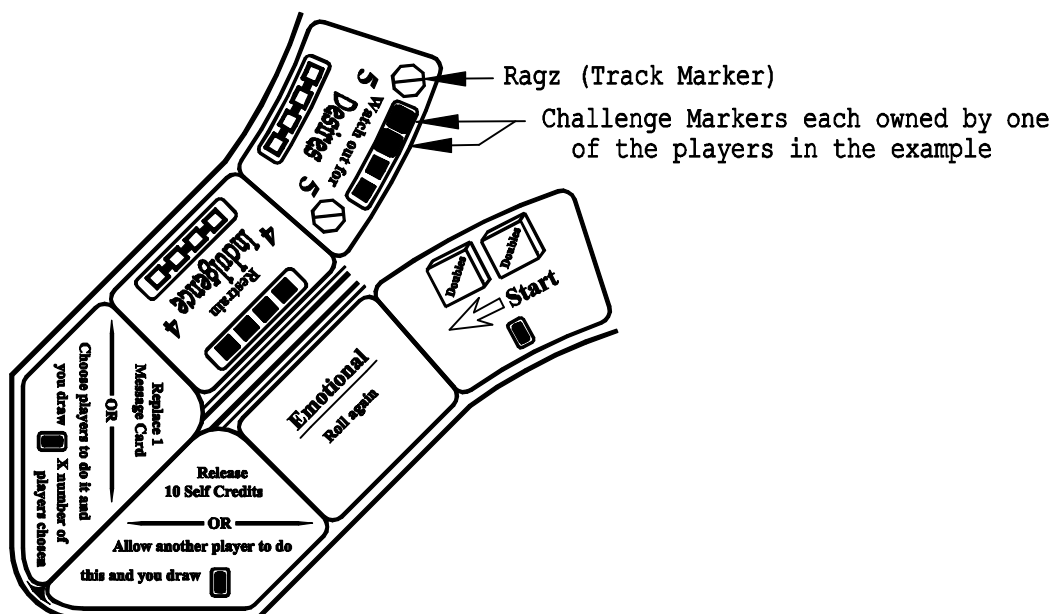


His turn is now finished. In our example, he has no Message cards to play and he can have only one Option Move per turn.

Let's say the next player, whose Ragz happens to be on the Start Space, rolls a 5 total with the Track Dice and lands on "Desires". First, she must receive the 5 Credits from the game as shown. (Also, the previous player has a Challenge Marker there, so he releases 5 Credits to the game.)

Since she landed here from a Track Move, she can decide to take on the Challenge or just continue her turn. Either way, she must first receive the 5 credits.

Let's say she takes on the Challenge and is successful. She places one of her Challenge Markers along side the one already place there by the first player in this example. If anyone lands here later, both players who now have their Challenge Markers here will release 5 Credits to the game.



Key Rules

Always roll both Track Dice to start your turn. You don't have to do any planning first!

The object is to release (get rid of) all of your Self Credits before any of your opponents can.

When you roll the track dice and land on a Challenge Space, you must receive from the game stacks the number of Credits shown on that space, if you don't already have one of your Challenge Markers there. You may then choose whether you wish to carry out a Challenge (optional) in order to place one there.

To carry out a Challenge, roll 3 dice and set aside the largest one, roll the two remaining dice and set aside the larger one, and finally, roll the remaining die. Add the 3 dice total and compare to 13. If the total is 13 or more, you're successful and you put one of your Challenge Markers at the top of the space. If not, you may not place one there.

When any player (including yourself) lands on a space that has your Challenge Marker on it, you release the amount of Credits shown on the space instead of receiving them. This is true for all Track Moves and Options Moves.

Players receive and release Credits to and from the game stacks and not each other.

More than one player may have a Challenge Marker on a Challenge Space, but each player may have only one Challenge Marker on any Challenge Space.

After acting on the space your Ragz lands on for your Track Roll, you can do one Option Move by picking up your Ragz and moving it to a Challenge Space that doesn't have one of your Challenge Markers on it yet. You must receive the Credits shown on the space and then carry out the Challenge.

If you roll doubles on your Track Move you must move your Ragz to Start, draw a Message Card, and immediately end your turn.

When you land on a Corner Space you have the choice of carrying out the action shown, or having another player carry it out while you draw Message Card(s).

In the Advanced Game a player who has a Challenge Marker on all the spaces of a set, releases double the number of Credits shown when any player lands on one of these spaces.

