

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


Getting Out The News ©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!**

Getting Out The News ©2008

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***G*etting *O*ut *T*he *N*ews** ©2008

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...

Getting Out The News ©2008

Reference Booklet

Object of the Game:

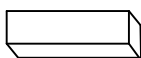
Have fun playing with the other players while attempting to be the player with the most Zeal (Zeal Credits) at the end of the game.

Game Setup:

Unfold the 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 Territory Markers off the board in front of him. Turn the numbered News Markers face down in the center of the board and mix them so no-one knows which marker is where.



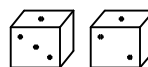
News Marker



Territory Marker



Ragz
Track Marker



Dice

Place your color Ragz Track Marker on the Start space. Each player receives 60 Zeal Credits and the remaining currency is placed in separate game stacks in a convenient location. You may decide to have 2 sets, one on each side of the board so that each player can reach all of them.

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.

Ragz Track Markers will move clockwise around the track as turns are taken. Players roll dice. Player with high number starts the game. She rolls dice and moves her Track Marker the number of spaces shown on the dice.

Play:

Player whose turn it is takes these steps...

- 1) Rolls dice, moves Track Marker that number of spaces, and acts on the instructions for the space landed on. A turn always starts like this and it is called a Track Move.
- 2) If desired (optional), declares a News Event or Follow Up News Event and carries it out.
Limit: One attempt per turn.
- 3) Passes dice to her left for next player to take his turn.

Also, player whose turn it is may play one or more Message Cards after Step 1 above.

The advantage of declaring a News Event is that if it is successful, you place one of your Territory Markers on the Territory Space showing that the news has gotten out in that Territory. If any player lands on that space in the future, you (Territory Marker owner) receive from the game stacks the circled number of Zeal Credits.

Players do not pay Zeal Credits to each other. Credits are received from or paid to the game stacks. Players interact with each other in many other ways as you'll see in the remaining rules.

During your turn you may declare a News Event in any Territory where no successful News Event has taken place yet. These available Territories will be the ones where there is no Territory Marker. They're called "open" Territories.

News Events

After rolling dice to begin a turn, and following instructions (if any) for the space landed on, a player has the option of declaring a News Event. To do this he must have at least 5 Zeal Credits to commit. He can do this only once per turn.

If the player whose turn it is declares a News Event, he takes these steps in the order shown...

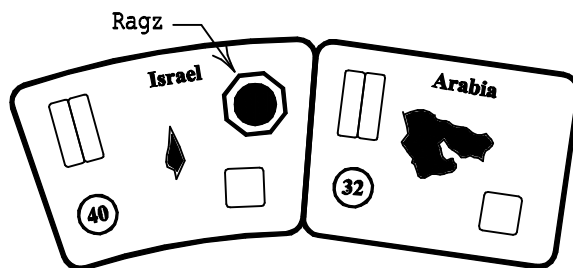
- 1) Moves his Ragz to the Territory Space he chooses for the Event.
- 2) Lays out in the center of the board the amount of Zeal he wishes to commit. It must be at least 5 Zeal Credits. He can't decide to add or take out any Zeal after this commitment is made.
- 3) He must invite any player(s) who may have a "Teamwork" Message Card to join the News Event. [See Message Cards section later.]
- 4) He takes an unseen News Marker from the mixed group of News Markers in the center of the board and places it face up on the space, showing its number to all players.
- 5) He rolls both dice and adds the number shown on dice to the total number of Zeal committed to get his Grand Total.

** The Event is successful if the Grand Total is equal to or greater than the number on the News Marker. [The circled number on the space does not matter for this.]

- 6) If the News Event is successful, the player whose turn it is, places one of his Territory Markers on the Territory Space. All zeal laid out goes back to the game stacks (whether the Event is successful or not). The News Marker is turned face down on the Territory Space to confirm that the News is out in that Territory. Any player(s) who played a Teamwork Message Card receives an amount of Zeal from the game equal to twice the circled number on that Territory. The "Teamwork" Card(s) is placed face down under bottom of the deck.
- 7) If the Grand Total is less than the News Marker value, the Event is unsuccessful. In that case the News Marker is left face up on the Territory Space. [A Future News Event here must use this marker.] All committed Zeal Credits go back to the game as usual. No Track Marker is place on the Territory. Players who played Teamwork Cards get nothing out of the Event and the Teamwork Card(s) is placed face down under the deck.

News Event Example:

Suppose a player lands on a space, takes the appropriate action there, and then decides to declare a News Event on the Terrirory named Israel. He can then pick up his Ragz track marker and move it to the Israel Territory space.

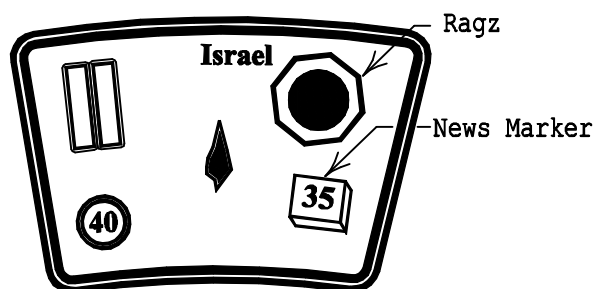


Let's say he commits 25 Zeal (he must commit at least 5 Zeal, so if he doesn't have at least 5 Zeal he cannot declare a News Event anywhere and move his Track Marker there).

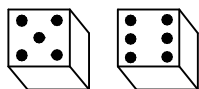


Next, he must invite any other player who has a Teamwork Card to join him (see Message Cards Section later in this booklet for details).

He now takes a News Marker and places it face up in the middle of the Territory Space. Since it had been face down, its number should be a surprise to all players. Let's say it was a 35.



To find his Grand Total he rolls dice and adds the total shown to the 25 Zeal he committed. Let's say he rolled 11 (5 + 6).



His Grand total is 25 + 11 or 36. 36 is greater than the News Marker value of 35. So this News Event is successful. Notice that had he rolled a total of 10, he would still have been successful. Less than 10 would have failed.

Important: It's the News Marker value and not the circled number that he compares to. The circled number is for showing how many Zeal the player who owns the Territory Marker on that space receives when any player lands on it.

Teamwork Card example:

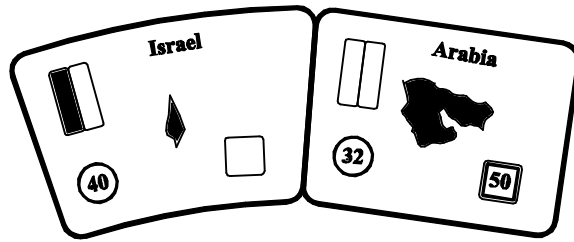
If another player would have played a Teamwork Card with say a 5 on it, she would have to commit exactly 5 of her Zeal Credits, placing them with the 25 Credits that the player whose turn it is committed. Now there's a total of 30 committed, so the player whose turn it is has to roll only 5 or better. If he does he will place his Territory Marker on the space. The player who played the Teamwork Card receives 80 Zeal Credit - which is double the circled value on the Israel Territory space.

Successful or not, all committed Zeal and any Teamwork Cards played go back to the game.

News Event results:

In the illustration below, the Territory Space named Israel has had a successful News Event carried out there. There is an Ownership Marker there and the News Marker is face down at the lower right.

In a different turn the Territory Space named Arabia also had a News Event carried out, but it was not successful. So, there is no Territory Marker there and the News Marker remains face up. Any future News Event there must have a grand total of 50 to be successful.



Start Space:

Players start with their Ragz Track Marker on the Start Space. To start a turn, a player rolls dice and moves her Track Marker clockwise around the Track the number of spaces shown on the dice. This is called a Track Move.

However, when a player rolls doubles (both dice having the same number shown) for her Track Move, she does not move the number of spaces shown. Instead, she must immediately move her Ragz to the Start Space (or leave it there if its already on the Start Space). She draws a Message Card and her turn is ended. She can't play any Message Cards or declare a News Event.

Any time a player lands on Start by rolling doubles or just by landing there from another space, that player draws a Message Card and the turn is immediately ended.

Strategy Tip: When choosing where to carry out a News Event, consider the distance of the territory from the Start space as well as the size of its circled value. For example, the South American Territories have the smallest payback, but they're the most likely to be landed on (because rolling doubles brings players back to the Start space).

Territory Spaces:

When a player lands on a Territory Space (space having a map) with a Territory Marker on it, the owner of that Marker receives the circled number of Zeal Credits from the game. The lander (player who lands on the the space) is not affected unless it is the lander's Territory Marker that's on the space. If there is no Territory Marker there, the lander is not affected.

If a player lands on his own Territory Space, he receives the circled number of Zeal just as he would if any other player landed on it.

IMPORTANT: It's the Territory Marker owner and not the lander who receives the Zeal, and the Zeal comes from the game, never from any of the other players.

Corner Spaces:

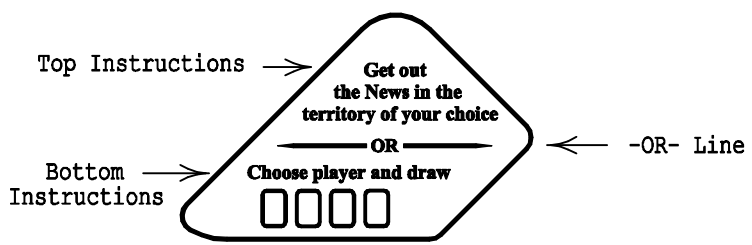
There are 8 Corner Spaces on the Track. Each has a -OR- line separating the top from the bottom, but it is still considered just 1 space. Landing on any corner space requires the lander to choose to do the action shown herself or have another player(s) do it.

If she decides to have another player do it, she chooses another player who then follows the instructions. The lander draws a Message Card(s) as shown at the bottom of the space below the -OR- line, as a reward for helping another player. If the lander decides to do the action herself, no one draws any Message Cards.

Two of the Corner Spaces allow the lander to choose to reward more than one player.

Clockwise from the Start space, the 1st Corner Space allows the lander to Get Out The News in the Territory of her choice. She chooses an open Territory, moves her Ragz Track Marker there, and puts one of her Territory Markers on it. She draws a News Marker and places it face down so its value is not seen by anyone. It's "free" so she doesn't commit any Zeal or roll dice.

Because it is a Corner Space she may instead decide to allow another player to put his Territory Marker on the Territory of his choice and put a News Marker face down there. If she does, she can draw 4 Message Cards as shown at the bottom of the space. She then continues her turn as normal. She can declare a News Event in another Territory, for example, since she allowed another player to do the Event here. [Remember, only one News Event is allowed for a player per turn.]



Landing here when there's only one Territory left open marks the beginning of the last round of turns. (See Ending the Game: below.)

As with any Corner Space, if the lander decides to go ahead with the top instructions herself, no one draws any Message Cards.

Clockwise to the next Corner Space we find one with top instructions of "Receive 50 Zeal". If the lander decides to follow the top instructions herself, she receives 50 Zeal from the game. If she chooses another player to receive the 50 Zeal, she draws 3 Message Cards. In either case she then continues her turn as normal.

The next Corner Space states "Receive 1 Zeal X roll of both dice". If the lander rolls and receives the Zeal, then no one draws any cards. If he chooses another player, instead of himself, that player then rolls and receives the Zeal, while the lander draws 1 Message Card.

The next Corner Space, as we move clockwise around the Track, states "Receive 11 Zeal Credits". If the lander chooses to receive the 11 Zeal, no one draws a card. If he chooses another player to receive the Zeal, he draws a Message Card.

Continuing clockwise we come to the Corner Space "Receive 2 Zeal times the roll of both dice". This is similar to the corner stating "Receive 1 Zeal X Roll of both dice explained above. But here the lander decides either to receive 2 Zeal times the roll of both dice, or to allow another player to receive 2 Zeal X roll of both dice, and the lander draws 2 Message Cards.

On the 6th Corner Space (counting clockwise from Start), the instructions state "Receive 2 Zeal X the roll of both dice". Here the lander can roll and receive the Zeal similar to the previous space. However, she may decide instead to allow one or more other players to roll both dice and then each of them will receive 2 Zeal X whatever each of them rolls. While they roll and receive, the lander draws 1 Message Card for each player she chose (he cannot include herself, of course).

The 7th Corner Space from Start counting clockwise around the Track states "Replace 1 Message Card". The lander may follow these instructions if he has one or more Message Cards. He chooses one he wants to replace, places it face down under the Message Card stack, and draws 1 Message Card from the top of the stack. The lander may choose to have any number of other

players each replace 1 Message Card. He then draws the number of Message Cards equal to the number of other players who replaced a card.

If a player has no cards, he can't be chosen to replace a card, but if he does have at least 1 Card and is chosen, he must replace 1. If the lander has no cards, he must choose at least one other player to replace one unless no one has any Message Cards.

The last Corner Space states "Get Out The News in the lowest numbered territory remaining". The lander may decide to do this herself by moving her Ragz (Track Marker) to this Territory and placing one of her Territory Markers on the open (having no Territory Marker on it yet) Territory that has the lowest circled number. She also draws a News Marker and places it face down on that Territory so that its value is not seen by anyone.

Because it is a Corner Space she may decide to choose another player to put his Territory Marker on the Territory with the lowest circled number that remains (has no Territory Marker on it yet). When she chooses another player to do this instead of doing it herself, she draws 4 message cards as a reward. The player chosen moves his Ragz to that Territory, draws a News Marker and places it unseen on the Territory, and then places his Territory Marker on it. The lander then continues her turn as normal, including (optional) declaring a new News Event.

Because this is a corner space it's "free", so no Zeal is committed nor dice rolled to succeed. Success is automatic and other players cannot play Message Cards to assist and receive a reward.

Drawing and Saving Message Cards:

Players draw Message Cards in 3 situations. If the player whose turn it is lands on a Corner Space and decides to allow another player to follow the top instructions, the lander draws 1 or more Cards as shown at the bottom of the space. If a player rolls doubles for her Track Move, she moves her Ragz to START, draws a Message Card, and her turn ends. If she lands on START by a normal Track Move, she draws a Message Card and ends her turn just as though she had rolled doubles.

Players may play their Message Cards as they draw them, or they may keep them and not play them until later as they see fit. They can keep them hidden from other players (which they cannot do with their Zeal Credits). A player may hold up to 5 Message Cards maximum. You may not draw a 6th.

Playing Message Cards:

A player always starts his turn by rolling dice for his Track Move. Any time after this dice roll and before the end of his turn, he may play any number of Message Cards. The only exception is when he lands on the Start Space, either by happening to land there or by rolling doubles. When he lands on START, he draws a Message Card and must end his turn immediately. He doesn't get a chance to play any Message Cards or do anything else that turn.

Message Cards are played one at a time by the player whose turn it is. After the player acts on the card's instructions, it is placed in a discard pile which can be shuffled to start a new deck as needed.

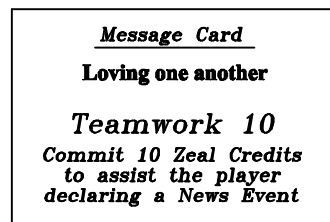
"Receive" Message cards allow the player to receive Zeal Credits from the game. This must be done during the player's turn and can't be "cashed in" any other time. They can't be used as credits to go with "Teamwork" Cards, nor do they count as Zeal Credits at the end of the game in determining the winner (player with the most Zeal Credits).

"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 it is replacing. If you replace a Message Card, you get to draw a new one, but you don't draw a new Message Card for the "Replace" Card itself.

"Move Forward" Message Cards allow a player to move her Ragz Track Marker ahead the number of spaces shown on the Card. This card must be played and the move made immediately after landing during the Track Move. The player does not follow instructions for the space she first lands on, but instead plays the "Move Forward" Card, moves ahead, and then follows instructions for the space she finally lands on. Limit: 1 "Move Forward" Card may be played per turn.

A "Receive Double" Message Card allows a player to receive twice the Zeal she would normally receive as a result of any player landing on a Territory that she has a Territory Marker(s) on. Limit: One "Receive Double" Message Card per turn. "Receive Double" Message Cards and "Teamwork" Message Cards (explained next) are the only ones that can be played during another player's turn.

"Teamwork" Message Cards are cards played during another player's News Event to help make it successful. They cannot be played during your own turn.



After a player declares a New Event and commits her Zeal Credits, she must invite all players who may have "Teamwork" Cards to join her in her effort to make the News Event successful. When a player plays a "Teamwork" Card, he must commit exactly the amount of Zeal shown on the card. This Zeal is added to the Zeal committed by the declaring player as a part of her Grand Total, making success more likely. [See "News Events:" section starting on Page 3 for complete instructions on News Events.]

If the News Event is successful, player(s) who played a "Teamwork" Card receive twice the number of Zeal Credits as the circled number on the Territory Space shows. If it is not successful, they don't receive anything.

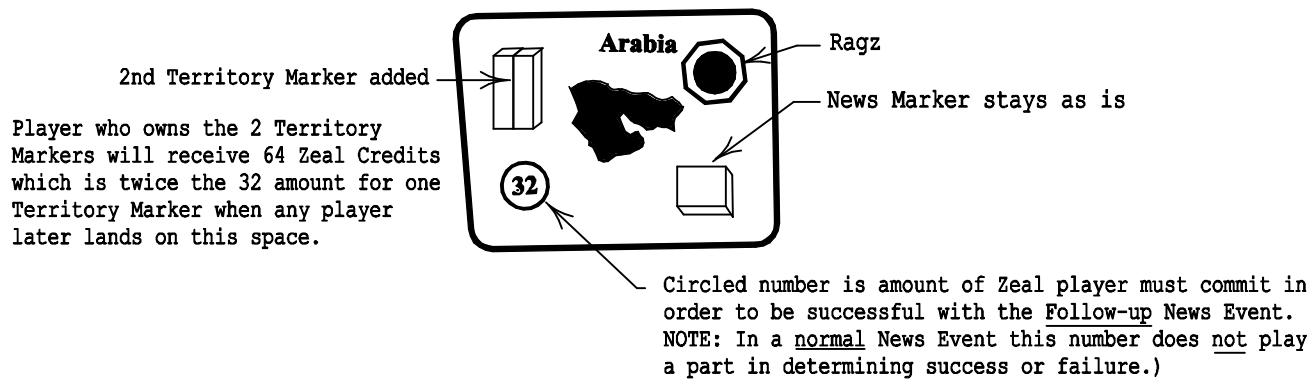
Like the player declaring the News Event, the player playing the "Teamwork" Card is taking a risk, because he is committing Zeal and using up his "Teamwork" Card. If the News Event is unsuccessful, he gets nothing in return.

Follow-up News Event:

The player whose turn it is may decide to declare a Follow-up News Event if there is at least one Territory with her Territory Marker on it. She can pick up her Ragz and move it to a Territory that has one of her Territory Markers on it and declare a Follow-up News Event there. Limit: One Event per turn.

A Follow-up News Event is different from a normal News Event. To carry it out the player declaring it must commit an amount of Zeal equal to the circled number on the Territory Space. She then places a second one of her Territory Markers on the space. The Zeal committed goes back to the game. She does not roll dice or draw a News Marker as in a normal News Event. Success is automatic and no "Teamwork" Cards are allowed.

When anyone lands on this Territory from now on, she will receive twice the number of Zeal Credits shown by the circled number.



A player cannot create a Follow-up News Event if she does not have enough Zeal credits to commit (circled number on Territory Space).

Since there is a limit of 1 News Event per turn, a player cannot declare a News Event and a Follow-up News Event in the same turn.

When a player moves her Ragz to a Territory with one of her Territory Markers on it to create a Follow-up News Event, she does not receive the circled number of Zeal she normally would.

Special situations:

In a 2 player game, a player may run out of Territory Markers, especially if he declares a lot of Follow-up News Events. If you run out, use Markers from a color not in the game.

If the game runs out of currency (rare), turn over one or more of the 1 Zeal Credits and write 100 on it. Use as many as needed.

A player may land and follow instructions on a space that involves the Leading Player (player with most Zeal Credits) or Trailing Player (player with least Zeal Credits). If there is a tie, the tying players all do the action.

If a player lands on and follows instructions for the Humility Space, and there is a tie for the Trailing Player, then all tying players place a Territory Marker on the lowest circled number Territory that doesn't yet have a Territory Marker on it. This is the only time when there is more than one color Territory Marker on a Territory. Later, when a player lands on it, all players who have a Territory Marker there receive the circled amount of Zeal from the game.

Players must follow Track Space instructions as best they can, even when they can't follow them exactly. For example, when a player lands on the "Arrogance" Space, the leading player must lose to the game 1 card and 25 Zeal Credits. If the leading player has only 16 Zeal, she must give the 16 back to the game. There are no debts.

When a player declares a News Event or Follow Up News Event, he picks up his Ragz Marker and moves to his chosen space. It's OK if his choice happens to be the space his Ragz is already on.

Ending the game:

When a Territory Marker is placed on the last open Territory, the player whose turn it is continues and finishes his turn as normal. That is his last turn. The other players then each get one more turn, and then the game is over. The player with the most Zeal is declared the winner.

Strategy Ideas:

Any player can request that any other player count his Zeal and give his correct total. So, everyone can know who has what amount of Zeal at any time during the game.

When there is only one Territory left that does not have a Territory Marker, the game is nearly over. After the normal dice roll and track move, the player whose turn it is needs to consider whether carrying out a successful News Event on that last open Territory will mean victory, even if he has the most Zeal at the time. For example, another player may have a Teamwork Message Card which will award him Zeal for assisting in the News Event.

Keep in mind that if you carry out a successful News Event in the last open Territory, that will be your last turn. But each of the other players will take a final turn. It's possible, for example, a player may have a "Receive Double" Message Card. If any of the other players land on any of his Territories during these final turns, he may play the card and receive enough Zeal to beat you.

There are 3 "Get Out The News" type spaces on the board. They can also spell the end late in the game.

When a player rolls doubles he moves his Ragz back to the Start Space. On his next turn he's more likely to land on one of the South American Territories than the others. The circled values are lower there, but the odds are that players will land there more often than any of the higher valued Territories. Keep this in mind when choosing where you want to be Getting Out The News.

Key Rules

To start your turn always roll both dice, land, and do what's required. Then plan what to do next.

Landing on a Territory Space does not affect the landing player (lander) unless she has her Territory Marker on it.

After you've landed and followed instructions, you may decide to pick up your Ragz Track Marker and move it to any unmarked Territory space to declare a News Event (you must have at least 5 Zeal to commit).

If a News Event is successful, the News Marker stays on the Territory Space face down. The player who declared the News Event places his Territory Marker there. In the future when any player lands there, the Territory Marker owner receives the amount of Zeal shown in the circle. If a News Event is unsuccessful, the News Marker stays on the Territory Space face up.

The player whose turn it is may declare a Follow-up News Event if she already has 1 Territory Marker on the space where she declares it. She moves her Ragz there, commits the circled amount of Zeal, and places a second one of her Territory Markers there. She does not roll dice - a Follow-Up News Event is automatically successful. No Teamwork Cards may be played.

Players commit Zeal to, and receive it from the Game stacks and never from each other. You can keep other players from seeing your Message Cards, but you cannot hide your Zeal. Players can ask for a Zeal count from other players at any time.

When the last open Territory has a Territory Marker placed on it, the player whose turn it is finishes his turn as normal. This is his last turn. The other players each take another turn and then the game is over. The winner is the player with the most Zeal at the end of the game.