



FOR 2 TO 4 PLAYERS
AGES 7 AND UP

DOUBLE THE FUN CARD GAME INSTRUCTIONS

OBJECT:

Be the player with the most points when all the cards in the deck have been played.

CONTENTS:

60 game cards

SET UP:

Shuffle the cards and form them into a deck face down. The player to the left of the shuffler goes first, then play passes to the left.

On your turn, draw the top card from the deck and turn it face up for all players to see. If it is a number card, you have a choice to make:

You can end your turn and keep the card, adding it to your own scoring pile
OR

You can take a chance and turn over another card, hoping it is another number card to add to your cards for the turn.

You can turn over as many cards as you wish, one at a time. However...

IF YOU TURN OVER A MOSEBY CARD, you must end your turn and put the Moseby card and all of the cards you accumulated in the turn out of play. You do not lose any cards you have from previous turns.

When your turn is over place your cards (if any) in your own scoring pile. The next player goes, and so on, until all cards in the draw pile are used up which ends the game.

ZACK & CODY RULE:

If you turn over a Zack card and a Cody card back to back, these two cards (in either order) are worth double, or a total of 4 points, instead of just one point each. If you end your turn before losing them, set the pair aside from the rest of your scoring cards, so that at the end of the game you will remember to count them as 4 points. You can score more than one pair of the twins during play of the game, but they must always be in pairs.

ZACK JOKER:

Zack Joker cards protect you from Moseby. If you turn up a Zack Joker card, you immediately take the next three cards and discard any Moseby cards among them. You then keep all the point cards you won in the turn and end your turn.

MOM CARDS:

Mom “Take”:

Pick any opponent who has at least one card in their scoring pile. That player mixes their cards (not their Zack and Cody pairs) and you blindly draw one of them and add it to the cards you are trying to win. The Mom card is discarded and you now choose whether to take the cards you have accumulated and end your turn, or continue your turn by drawing another card. If you draw a Mom “Take” card and no other player has any cards in their scoring pile, simply discard the Mom card and continue your turn if you wish.

Mom “Give”

Mix your cards (not from your Zack and Cody pairs) and choose any player to blindly take one. (If you have no scoring cards, disregard this card.) That player sets the card aside until their next turn when they can decide to add it to their scoring pile and end their turn or continue their turn by drawing the next card and so on.

If any players have face up cards waiting for them at the end of the game, they may add them to their scoring piles.

SCORING:

At the end of the game, players count up the points on their cards (a 1 point card is worth 1 point, a 2 point card is worth 2 points, etc.).

THE WINNER:

The player with the most points is the winner.

We appreciate your comments on the the Suite Life of Zack and Cody Game. Please send your correspondence to:

Pressman Toy Corporation
Dept: Suite Life
121 New England Ave.
Piscataway, NJ 08854-4126

Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.



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