

Rules for Playing the Game of

SCOOP

For 2 to 6 Players

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INTRODUCTION

SCOOP is a game of editing newspapers. It is very different from any other game, and its principles of play are new and exciting. Beginners are urged to read the rules carefully before commencing play.

Object of the Game:

The object of the game is to possess the best and the financially strongest newspaper when the game ends; i.e., at the time the papers "Go to Press."

Equipment:

The equipment consists of a dial telephone, six newspaper layouts, SCOOP Cards, paper money, advertisements and assorted stories.

Preparation for Play:

One player is chosen to deal. He gives each player including himself a blank newspaper page and \$3,000 (two \$500 bills and twenty \$100 bills). He places the various packs of story cards and advertisement cards in the center of the table with the values face down. He then shuffles the SCOOP cards and deals three to each player face down. The rest of the pack is placed face down in the center of the table forming a draw pile. (As players discard during the game the discarded cards are placed face up to form another pile alongside the draw pile. When the draw pile is exhausted the discards are reshuffled to start a new draw pile.)

The Play:

The player to the left of the dealer plays first. He may make any one of the following plays:

- a. Claim a story — In order to claim a story a player must first have in his possession *the three cards indicated on his newspaper page* for the type of story he wishes to claim. If a player has the required three cards, he may place them on the table and call "Story." The player then dials on the telephone, the number indicated on the telephone card which is *always one of the three required cards*. (See Use of the Telephone below.) If, as a result of his phone call, he receives a favorable decision, he is entitled to take a story card from the top of the appropriate pile and place it in position on his newspaper. He plays his three cards onto the discard pile and makes up his hand by drawing the three top cards from the draw pile *free of charge*. If the story is not acceptable to the editor he is not entitled to

take a card from a story pile. He still must discard the three cards which made up his story and draw three new cards from the draw pile. *In this case, however, he must pay \$100 for each card that he draws.*

It is not necessary to telephone for an advertisement. Once a player has the three necessary cards in his possession he may, on his turn, play the three cards to the discard pile and take the top card from the advertisement pack placing it in position on his newspaper page. He is then entitled to take the three top cards from the draw pile without charge.

- b. Play one or two cards from his hand to the "reserve" section of his newspaper page and replace these cards by buying from the top of the draw pile at a price of \$100 per card. *No more than three cards may be held in a player's hand*, but he may place two cards on each of his two reserve spaces; thus it is possible for a player at any time after his second turn to have a total of seven cards in his possession. Each set of cards held in reserve *must pertain to a particular type of story or advertisement* and must be playable as a complete story with an additional card or cards. For instance, a player may build a set for an advertisement on one reserve space, and a set for a sport story on his other reserve space. The cards which he holds in reserve are vulnerable and may be taken from him (see rules under SCOOP Cards). Cards placed in reserve cannot be removed until they are used as part of a complete story.
- c. Exchange a card by playing a card that he does not want face up to the table starting the discard pile, and taking the top card from the draw pile into his hand. This play costs nothing.

When the first player has completed his play and has refilled his hand, the player to his left plays in a similar manner and play continues around the table.

Use of the Telephone:

The unique feature of this game is the dial telephone. When the knob on the telephone is moved to a number and then returned all the way to the right, a signal appears in the window in the center of the telephone. These signals must be followed as they determine the success or failure of each player in filling his newspaper page with the required stories and advertisements. A brief explanation of these signals is listed below:

- THREE STARS:** "Congratulations — Your Story Given Three Star Status." Take a Three Star Story Card or the story dialed for.
- EXTRA:** "Your Story Excellent — Warrants Special Edition — Receive \$200 from Each Player." Take your story and in addition collect \$200 from each player.
- PRESS:** "At Your Discretion You Can Instruct Every Paper To Go To Press And Count Up." Either take your story or go to press, thus ending the game. (See paragraph headed "Ending The Game.")
- SYND:** "Story Syndicated — Receive Bonus of \$500 From Each Newspaper." Take your story and in addition collect \$500 from each player.
- OK:** "Your Story Has Been Passed For Publication." Take your story.
- SCRAP IT:** "Editor Does Not Like Your Story And Has Not Passed It For Publication." Do not take a story.

- X:** "Story Libelous — Cannot Use It." Do not take a story.
- !!!:** "No Good — Editor Wants To See You." Do not take a story.

Playing Cards in Reserve:

When a player has one or more cards in his reserve pile and holds in his hand the additional card or cards necessary to make a story, he may play them in exactly the same manner as if he held all of the cards in his hand. If his story is accepted, he draws from the draw pile without charge only the number of cards necessary to restore his hand to three. He does not replace the cards in his reserve but may, of course, play additional cards to his reserve on the next turn. If his story is not accepted he draws the necessary cards to complete his hand but must pay \$100 for each card so drawn.

Special SCOOP Cards:

In the deck of SCOOP Cards there are three *special* SCOOP Cards. These cards cannot be used to make up a story, their sole purpose being to capture a card or cards from the reserves of other players. If a player holds in his hand a SCOOP Card and the additional card or cards which, when combined with one or more cards on another player's reserve space, make up a story, he may on his turn shout "SCOOP" and capture the card or cards which he wants. He must, however, play the captured cards along with the necessary cards from his own hand immediately and must dial for a story just as if he had held all the cards in his own hand. He must also discard the SCOOP Card at the same time and then refill his hand so that he holds a total of three cards. It is also permissible to SCOOP an advertisement in the same manner.

Three Star Stories:

Three Star Stories are determined solely by the editor and can be obtained only as a result of his decision over the telephone. If a player, in calling for a decision on a story, receives the Three Star signal, he may take a Three Star Story in place of the one for which he was dialing. Unless his Three Star spaces are filled he will usually do this since the Three Star Stories are the most valuable.

It is possible to have two Three Star Stories on one newspaper page. One is required and must be placed on the indicated space. The second is optional and can be played in the two spaces marked "Star Story." Should a player already have one (or two) Single Star Stories in place when he obtains a second Three Star Story, he may remove it to make room for the Three Star Story, and offer it for sale at its printed value, the player to his left having the first opportunity to buy. If no player wishes to buy the Star Story he may keep it, and at the end of the game count it in his total score at one-half of its printed value. No other stories may be sold (except in case of bankruptcy) and all other stories must be placed on their proper spaces.

Substitution of Copy:

Even though a player may already have on his newspaper page two stories of any one type, it may be to his advantage to obtain additional stories if he holds the proper cards. On obtaining an additional story he may look at the value of the cards which he already played and the new one which he has obtained and keep the two which have the highest value. The story which has the least value is placed at the bottom of the appropriate pile, and is not counted in the player's score.

Bankruptcy:

If a player runs out of money, and is unable to purchase enough cards to complete his hand, he is bankrupt. This may happen at any time during the game. When a player becomes bankrupt he must sell to other players in the game at list price one or more of the stories or advertisements which he has already completed. The player to his left has the first opportunity of buying. If he can sell one or more of his stories at list price, and for sufficient money to enable him to complete his hand, he may continue in the game. If no player in the game is willing to purchase a story or stories, the bankrupt player must drop out of the game since he has no means of continuing. His cards are removed from his newspaper and placed at the bottom of the proper piles.

Blocking:

It is possible to prevent a player from making a telephone call even though he holds the proper cards to do so. This is done by an opposing player who throws the cards which he holds in his hand onto the discard pile and calls "Lines Down." The player who is about to make the telephone call must then throw onto the discard pile the set of cards in connection with which he was about to make a telephone call. Both players must then make up their hands by buying cards from the stock pile. This play penalizes the player who causes the block, but it may be worthwhile late in the game if it can stop an opponent from completing his page and thus "Going to Press."

Ending the Game:

The game can be ended in two ways. First, a player may end the game by "Going to Press" at any time the word "Press" shows up on the dial telephone when he has phoned to see if his story is acceptable to the editor. A player does not have to "Go to Press" but may elect to take his story instead. In this situation he will only "Go to Press" if he believes that he has more value in stories and money than any other player.

Second, the game is ended when any one player has completely filled his newspaper page with stories and advertisements. This player announces that he has "Gone to Press."

Winning the Game:

Whenever a player has "Gone to Press" by one of the two methods described above, he receives a bonus of \$1,500 for having the first newspaper out with the news. All players immediately add the amount of money that they have on hand and the value of the stories which they have already placed on their newspaper page. The player having the highest total value wins the game. The player who first went to press is not necessarily the player who wins the game.

The "stories" used in this game are entirely fictitious and no reference is intended to any actual person.

Any questions regarding the rules for SCOOP will be gladly answered if a three-cent stamp is enclosed.