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Hasbro Gaming 40073S5

Racko Card Game - 50th Anniversary Instruction Manual

Brand: Hasbro Gaming | **Model:** 40073S5

INTRODUCTION TO RACKO

Racko is a classic card game that combines elements of skill and luck. The primary objective is for players to arrange their cards in consecutive order, from the lowest number to the highest. This 50th-anniversary edition introduces special gameplay twists with "Special Prime cards" for added challenge. The game is suitable for 2 to 4 players and is designed to enhance number awareness and sequencing skills.



Image: Front view of the Racko Card Game 50th Anniversary Edition box, showcasing the game title and a glimpse of the game components.

WHAT'S IN THE BOX

The Racko Card Game includes the following components:

- 60 Numbered Cards (numbered 1 to 60)
- 4 Card Racks
- 1 Draw/Discard Tray



Image: All components of the Racko game laid out, including the deck of cards, four colorful card racks, and the yellow draw/discard tray.

SETUP

1. **Shuffle the Cards:** Thoroughly shuffle the 60 numbered cards.
2. **Deal Cards:** Deal 10 cards face down to each player.
3. **Place Cards in Racks:** Each player takes their 10 dealt cards and places them into their personal card rack, one card per slot, without looking at the numbers. The cards should be placed in the rack from slot 1 (lowest) to slot 10 (highest).
4. **Form Draw Pile:** Place the remaining shuffled cards face down in one section of the Draw/Discard Tray to form the Draw Pile.
5. **Start Discard Pile:** Turn over the top card from the Draw Pile and place it face up in the other section of the Draw/Discard Tray to start the Discard Pile.



Image: A close-up view of a hand placing a numbered card into one of the slots of a blue card rack, demonstrating the card placement during setup.

HOW TO PLAY (OPERATING)

The goal of Racko is to be the first player to arrange all 10 cards in your rack in ascending numerical order, from the lowest number in the bottom slot to the highest number in the top slot.

- 1. Player's Turn:** On your turn, you have two options:
 - **Draw a New Card:** Take the top card from the Draw Pile.
 - **Take Discarded Card:** Take the top card from the Discard Pile.
- 2. Replace a Card:** After drawing a card (either from the Draw Pile or Discard Pile), you must decide whether to use it to replace one of the cards currently in your rack.
 - If you choose to replace a card, take one card from your rack and place it face up on the Discard Pile. Then, place the new card into the empty slot in your rack.
 - If you draw from the Draw Pile and decide not to use the card, you must discard it face up onto the Discard Pile. Your turn then ends.
- 3. Special Prime Cards (50th Anniversary Edition):** This edition includes special Prime cards that introduce unique actions or challenges. Follow the instructions on these cards when they are drawn or discarded.
- 4. Arranging Cards:** As you replace cards, strategically aim to get your rack into ascending order. For example, if your rack has slots numbered 5, 10, 15, 20, etc., you want a card between 1 and 5 in the first slot, a card between 6 and 10 in the second, and so on. The cards do not need to be exact multiples of 5 or 10, just in ascending order relative to each other.

SCORING

The game is played over multiple rounds until a player reaches a total of 500 points.

1. **Ending a Round:** The round ends immediately when a player successfully arranges all 10 cards in their rack in ascending numerical order and calls out "Racko!".
2. **Scoring for the Round:** The player who calls "Racko!" scores 75 points for that round.
3. **Bonus Points:** Additional bonus points are awarded for "perfect runs" within a player's rack. A perfect run consists of three or more cards that are in exact consecutive numerical order (e.g., 20, 21, 22). The specific bonus points for perfect runs are detailed in the game's official rules.
4. **Winning the Game:** The first player to accumulate 500 points over multiple rounds wins the game.

GAME VARIATIONS

To add variety and challenge to your Racko game:

- **Classic Play:** For a traditional experience, remove the "Special Prime cards" from the deck before playing.
- **Number Pattern Challenge:** Introduce a rule where players must aim for specific number patterns in their racks, such as all even numbers, all odd numbers, or multiples of a certain number (e.g., multiples of 3 or 5). This variation can enhance mathematical skill development.

SPECIFICATIONS

Feature	Detail
Product Dimensions	7.9 x 5.4 x 2.6 inches
Item Weight	8.8 ounces
Item Model Number	40073S5
Manufacturer Recommended Age	8 - 12 years
Manufacturer	Hasbro Gaming

TROUBLESHOOTING

- **Missing Components:** If any game components are missing upon opening, please contact Hasbro Gaming customer support for assistance.
- **Rules Clarification:** For any questions regarding gameplay or scoring, refer to this manual or visit the official Hasbro Gaming website for additional resources.

MAINTENANCE

- **Card Care:** Keep cards clean and dry. Avoid bending or creasing them to prolong their lifespan.
- **Storage:** Store all game components in the original box in a cool, dry place when not in use.

WARRANTY AND SUPPORT

For information regarding product warranty, returns, or further support, please contact Hasbro Gaming directly. You can also visit the [Hasbro Gaming Store](#) for more products and information.

