

CONTENTS:

- Game Board
- 6 Small Tattoo Stamps
- 2 Medium Tattoo Stamps
- 2 Large Tattoo Stamps
- Stamp Pad
- Die
- \$7500 in Play Money (50 \$50 Bills and 50 \$100 Bills)
- 100 Cards
- 4 Playing Pieces
- Pad of Sleeve Sheets

OBJECT OF THE GAME:

Be the first player to fill your Sleeve with 1,000 points worth of Tattoo Stamps using at least one small, medium and large Tattoo Stamp.

SET UP:

1. Place the Game Board so that it is in the middle of all players.
2. Place the Stamps, Stamp Pad and Die next to the Game Board, and place a Playing Piece for each player at a different beginning space on one of the four corners of the Board (Skull, Bird, Panther or Rose).
3. Deal \$200 to each player and set the remaining Money by the Game Board. This will serve as the bank for the duration of the game.
4. Shuffle the deck of Cards and place them face down in a pile by the Game Board.
5. Give all players a Sleeve Sheet. This will be where collected tattoos will be stamped.

HOW TO PLAY:

1. The player with the most tattoos or, in the case no players have tattoos, the youngest player begins the game by rolling the Die.
2. The player then moves the respective Playing Piece that many spaces on the Game Board. There are four types of spaces on the Board:

Cash Spaces

When players land on a cash space, they collect \$100 from the bank.

Card Spaces

The player to the left of the player who landed on a Card space draws a Card from the deck and reads the Card aloud to the player. Cards may include answering questions, earning Cash, performing tasks or moving on the Game Board as indicated by the Card.

Tattoo Spaces

When players land on a Tattoo space, they can choose to purchase that Tattoo and add it to their Sleeve Sheet, provided they have enough Money to buy that Tattoo.

Alternatively, players may choose to sell that Tattoo for extra cash. Sales are auction style, so the highest bidder wins the Tattoo. When a player auctions a Tattoo, that player collects the Money from the player who purchased the Tattoo. *(In a two-player game, the Tattoo is sold at the original value.)*

If a player chooses not to purchase or auction the tattoo, the player may roll the Die and move again on the Game Board.

When players add Tattoo Stamps to their Sleeve Sheets, they earn points for that Tattoo. Small Tattoo Stamps are worth 100 points, medium Tattoo Stamps are worth 200 points and large Tattoo Stamps are worth 400 points. Players should be strategic on where they place Tattoos on their Sleeves so that they have enough space to collect the number of Tattoos needed to win. Players may only collect one large Tattoo Stamp per game.

Once players purchase a Tattoo and stamp their Sleeve Sheet, they earn an Artist's Royalty when another player wants to purchase and use the Tattoo. The Artist's Royalty for an owned Tattoo is half the original value of the Tattoo. *(Example: If a player owns the Swallow Tattoo which costs \$100 and another player wishes to use it, the other player must pay the Sparrow Tattoo's owner \$50.)*

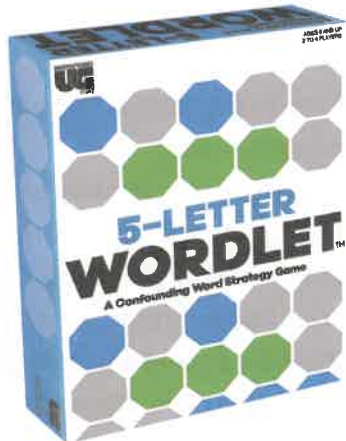
3. Play continues clockwise with the next player rolling the Die and moving on the Game Board.

WINNING THE GAME:

When a player has collected at least 1,000 points worth of Tattoos on a Sleeve Sheet, the game is over and that player is the winner.

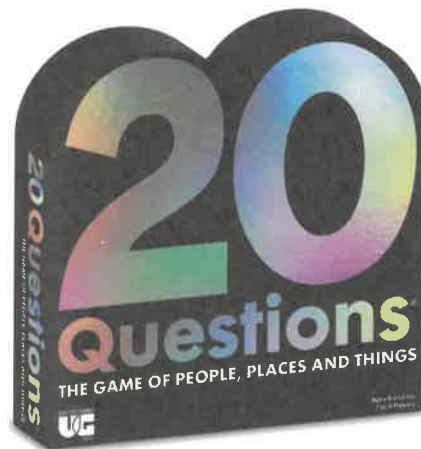
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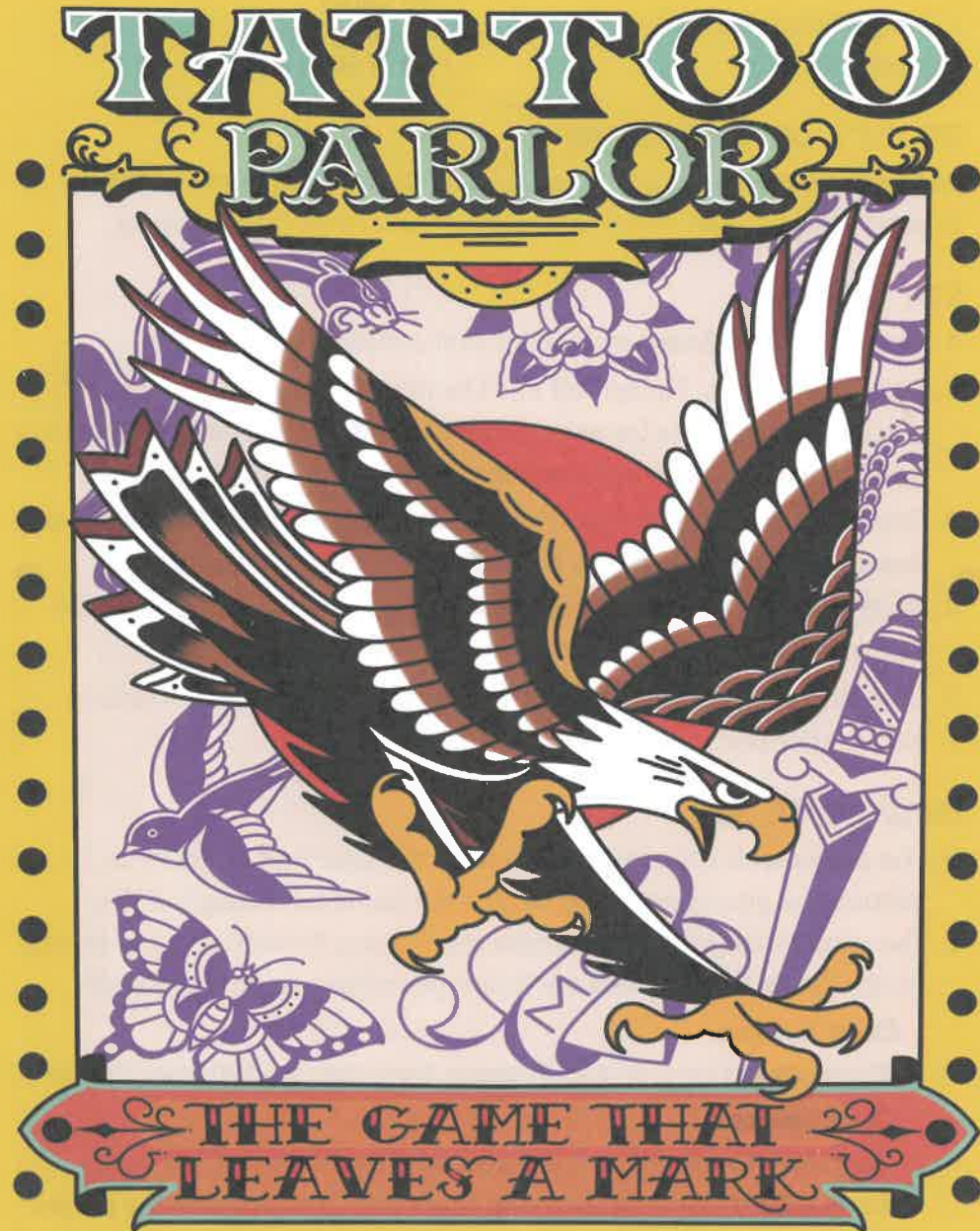


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AGES 8 AND UP
2 TO 4 PLAYERS



INSTRUCTIONS