



AGES 10+
3-8 SCALPERS
15-30 MINUTES



Welcome to Dirty Rotten Scalpers™, your front row ticket to backstreet bargains, bribes and busts.

To win, you'll need to wheel, deal, and even steal when buying and selling tickets to sold-out events. Sounds like a pretty simple hustle, right? Not so fast. Around every corner lurks another ruthless scalper plotting to score a piece of your action. And sooner or later, you'll meet a bunch of nosy cops who will stop at nothing – short of a delicious donut – to bust your hard-earned deal. In Dirty Rotten Scalpers™, simple strategy and pure luck cleverly combine to deliver high-speed hilarity and family-friendly fun! *Psst . . . anybody need tickets?*

Object of the Game:

Today, your fair city will host 20 spectacular sold-out events, including the Retired Rappers Hip Hop Festival, Crooked-toberfest, and the World's Worst Middle School Play. The streets are crawling with suckers . . . I mean, people . . . looking to purchase hard-to-find tickets. You are a dirty rotten scalper! Your job is to earn money and collect valuable ticket sets in the course of buying tickets from, and selling tickets to, your fellow scalpers.

Now a word to the wise . . . be on the look-out for counterfeit tickets. Your fellow scalpers cannot be trusted. You should also keep your eyes peeled for the meddling police officers that routinely patrol the area, as the cash and tickets they seize become the property of the scalper that snatched on you. And don't waste time! The first scalper to collect two complete sets of tickets will receive a cash bonus – and put a stop to all ticket sales. Well, that's enough small talk. It's time for you to hit the bricks and start buying and selling.

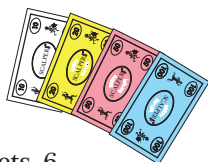


Will *YOU* be the dirty rotten scalper with the fattest stack of cash?

Contents/What You Need to Play:



- 98 Tickets
- 80 Event Tickets
- 18 Special Tickets (6 Cop Tickets, 6 Counterfeit Tickets, 3 Donut Tickets, and 3 Golden Tickets)
- 150 Scalper Bucks



How to Set Up the Game (Four Simple Steps):

1. Only four tickets are available for each of the 20 spectacular sold-out events (a total of 80 Event Tickets are available to buy and sell). Although scalpers are welcome to use all 80 Event Tickets during a game, Dirty Rotten Scalpers™ plays best when the number of scalpers and Event Ticket sets correspond as follows:

3-4 scalpers:	12 Event Ticket sets (48 Event Tickets)
5-6 scalpers:	16 Event Ticket sets (64 Event Tickets)
7-8 scalpers:	20 Event Ticket sets (80 Event Tickets)

Note: Play time typically increases upon adding more scalpers and/or Event Ticket sets.

Scalpers should first choose which Event Ticket sets they wish to buy and sell during the game. Create a deck of tickets from the selected Event Ticket sets.

2. All 18 Special Tickets (Cop Tickets, Counterfeit Tickets, Donut Tickets, and Golden Tickets) should be used in every game of Dirty Rotten Scalpers™. The Special Tickets should be added to the deck of selected Event Tickets. The deck should be shuffled well.

3. Distribute \$400 in Scalper Bucks to each scalper in the following denominations and quantities:

•\$100 bills - one •\$50 bills - three •\$20 bills - five •\$10 bills - five

The remaining Scalper Bucks will serve as the “bank” throughout the game. Make sure your fellow scalpers keep their grubby fingers away from the bank during the game. Did we mention they can't be trusted?

4. Deal 8 tickets from the deck face-down to each scalper. The rest of the deck of tickets should be placed face-down within reach of all scalpers.

Note: Don't let other scalpers see your tickets prior to offering them for sale.

How to Play:

Keys to the Game

As mentioned, your job as a dirty rotten scalper is to earn money and collect valuable ticket sets in the course of buying tickets from, and selling tickets to, your fellow scalpers. Want to win Dirty Rotten Scalpers™? Keep the following keys to the game in mind when buying and selling tickets:

•Although single Event Tickets will be bought and sold for face value (and more) during the game, Event Tickets become worthless when ticket sales end unless they help complete a four-ticket set.



•Scalpers are not eligible to participate in The Count or win the game (*see The Count/Winning the Game below*) unless they hold at least one complete four-ticket set when ticket sales end.



•Scalpers will receive a \$100 bonus for each complete four-ticket set they collect.

•Ticket sales immediately end when any scalper collects two complete sets of Event Tickets.

So, above all else, scalpers should work quickly to collect at least one complete set of Event Tickets. Capeesh?

Buying and Selling of Event Tickets:

To begin the game, the youngest scalper should offer an Event Ticket for sale by identifying the event and the face value of the ticket (*e.g.*, “I am selling a ticket to the Annual Hair Band Farewell Tour for \$50.”)

*Note: The Event Ticket offered for sale should not be shown to other scalpers. However, a selling scalper must be truthful when identifying the event and the face value of a ticket offered for sale unless the scalper is attempting to sell a Counterfeit Ticket (*see Counterfeit Tickets below*), in which case the scalper may lie like a cheap rug.*

All other scalpers may bid on the Event Ticket offered for sale (*e.g.*, “I'll give you \$50!”). Bids must equal or exceed the face value of the Event Ticket. Interested scalpers can bid more than once. A selling scalper must accept the highest cash bid.

A deal is officially struck when both the selling scalper and the buying scalper say “deal”, shake hands, fist bump, or otherwise “seal the deal” in some recognizable fashion. Immediately thereafter, the selling scalper and the buying scalper should swap the ticket and cash.



Following the deal, if no Cop Ticket is played (*see Cop Tickets below*), the selling scalper draws and keeps the top ticket from the deck. In turn, the buying scalper must now offer a ticket for sale.

If no bids were received or accepted, the scalper that tried to sell the ticket discards it by placing it face-up in the discard pile. The same scalper also draws and keeps the top ticket from the deck. The scalper seated at the immediate left of the unsuccessful selling scalper must now offer a ticket for sale.

*Note: This pattern of buying and selling tickets must be followed throughout the game unless Special Tickets are played (*see Special Tickets below*).*

Special Tickets:

Counterfeit Tickets

A scalper may use trickery to sell a Counterfeit Ticket to a fellow scalper. Would you expect anything less from a dirty rotten scalper? When attempting to sell a Counterfeit Ticket, the selling scalper may claim to be selling any Event Ticket at face value to entice other scalpers to purchase it (e.g, “I am selling a ticket to the Annual Hair Band Farewell Tour for \$50”, when actually selling a Counterfeit Ticket).



A scalper that sells a Counterfeit Ticket is entitled to keep the cash from the sale, as well as draw and keep the top ticket from the deck. In turn, the buying scalper discards the Counterfeit Ticket by placing it face-up in the discard pile. The buying scalper must now offer a ticket for sale.

If no bids were received or accepted, the scalper that tried to sell the Counterfeit Ticket discards it by placing it face-up in the discard pile. The same scalper also draws and keeps the top ticket from the deck. The scalper seated at the immediate left of the unsuccessful selling scalper must now offer a ticket for sale.

Counterfeit Tickets may not be used to complete a four-ticket set and have no cash value for purposes of The Count.

Golden Tickets



Golden Tickets are extremely valuable in that they may be used to help complete an Event Ticket set (e.g., two Golden Tickets and two Event Tickets for the same event will complete a four-ticket set). Scalpers may sell Golden Tickets in the same manner as Event Tickets, but why would they? Although Golden Tickets may be used to complete a four-ticket set, they have no cash value for purposes of The Count.

Cop Tickets

Once a selling scalper and a buying scalper make a deal for a ticket, any other scalper may lay down a Cop Ticket and “bust” the deal. Talk about dirty and rotten! The first scalper to shout “bust” and lay down a Cop Ticket will be credited with the bust. The busting scalper is entitled to seize and keep both the cash and the ticket involved in the busted deal, unless one of the scalpers involved in the busted deal has, and lays down, a Donut Ticket (see Donut Ticket below). Once played, the Cop Ticket should be placed face-up in the discard pile. Cop Tickets may not be sold and have no cash value for purposes of The Count.



If a Donut Ticket is not played, after seizing both the cash and the ticket from the busted deal, the selling scalper involved in the busted deal draws and keeps the top ticket from the deck. In turn, the buying scalper involved in the busted deal must now offer a ticket for sale.

Donut Tickets



A Donut Ticket allows a scalper to prevent a bust. A Donut Ticket may only be played by a scalper involved in a deal busted with a Cop Ticket. When a Donut Ticket is played, the busted deal between the buying scalper and the selling scalper may be completed as intended (as the cop executing the bust

has been bribed with a delicious donut). As a result, the scalper that played the Cop Ticket seizes nothing and places it face-up in the discard pile. The selling scalper draws and keeps the top ticket from the deck. In turn, the buying scalper must now offer a ticket for sale. Donut Tickets may not be sold and have no cash value for purposes of The Count.

The Count/Winning the Game:

When a scalper collects two complete Event Ticket sets, that scalper must immediately announce that “all ticket sales have ended” and instruct scalpers to prepare for The Count.

Note: As mentioned, scalpers that do not hold at least one complete Event Ticket set (which may include Golden Tickets) when ticket sales end may not participate in The Count or win the game. Tough luck, chump! You were warned!

A scalper that collects two complete Event Ticket sets wins the game if no other scalper has collected one complete Event Ticket set! In such rare circumstances, The Count is not necessary to determine a winner.

When two or more scalpers have collected at least one complete Event Ticket set, these qualifying scalpers must proceed with The Count as follows:

- The scalper with two complete sets of Event Tickets receives a \$200 bonus from the bank (\$100 for each complete set).
- All other scalpers receive a \$100 bonus from the bank (\$100 for a complete set of Event Tickets).

Once all bank payments have been received, all qualifying scalpers must:

- calculate the total amount of Scalper Bucks in their possession;
- calculate the total face value of their complete Event Ticket set(s) -- Golden Tickets excluded; and
- add their total amount of Scalper Bucks to the total face value of their complete Event Ticket set(s).

The scalper with the most assets (total amount of Scalper Bucks + total face value of complete Event Ticket set(s)) wins the game! Congratulations, you dirty rotten scalper!

Note: The scalper that collects two complete Event Ticket sets doesn’t always win the game!

To Play Again:

Shuffle all selected Event Tickets and Special Tickets together well. As before, deal 8 tickets face-down to each scalper. The rest of the deck of tickets should be placed face-down within reach of all scalpers. Distribute \$400 in Scalper Bucks to each scalper in the same denominations and quantities used to start the previous game. You’re ready to play.

Additional Game Notes/Helpful Hints:

- Scalpers may only offer to sell one Event Ticket at a time.
- A selling scalper may not retract an offer to sell a ticket once the event and the face value of the ticket has been identified.
- A scalper may not refuse to purchase a ticket once a deal has been made.
- A selling scalper may only offer to sell Event Tickets at face value. However, scalpers may ultimately sell Event Tickets at prices above face value (as dictated by the bidding).
- Scalpers may possess any number of tickets at any given time.
- There is no limit to how often a ticket may be sold/re-sold during a game.
- A scalper must immediately call for the end of ticket sales and The Count upon possessing two complete four-ticket sets.
- Scalpers may hold (not sell) Event Tickets desired by their fellow scalpers to prevent them from completing four-ticket sets. But remember, what goes around comes around!
- Scalpers should work quickly to collect complete four-ticket sets. Scalpers may not participate in The Count (or win the game!) unless they hold at least one complete set when ticket sales end.
- Scalpers should be convincing when attempting to sell a Counterfeit Ticket (be sure to correctly identify both the event and face value associated with a real Event Ticket).
- Negotiate quickly when buying and selling tickets.
- Keep your Scalper Bucks in a single stack (so other scalpers won’t know how much cash you have available).
- Tickets in the discard pile should be shuffled, and returned to the game face-down, only after all tickets in the original deck have been drawn.
- Event Tickets with higher face values are high-risk/high-reward. Although Event Tickets with higher face values that help complete a four-ticket set are more valuable than tickets with lower face values for purposes of The Count, there is no guarantee that a scalper will be able to complete any four-ticket set. Buyer beware!

