



## ***TO BEGIN***

Each player needs a game book and a pencil. Write your name on the inside cover of your game book. The youngest player is the first to be “dealt” a license plate.

## ***THE DEAL***

A license plate is dealt when your vehicle either passes - or is passed - by a vehicle in the next lane. The license plate on that vehicle then belongs to the player whose turn it is, and this player should write down the license plate in one of the spots provided in the game book. The “deal” then moves clockwise until all players have collected 4 license plates each.

*Note: if you are not travelling in a multilane environment, some other method of taking turns collecting license plates must be agreed upon by all players.*

## Player 1

<b>ROUND 8</b>	License Plates:		Winner
	<u>KAT 424</u>	HIGHEST (number) _____	<input type="checkbox"/>
	<u>DMV 462</u>	PAIR (number) _____	<input type="checkbox"/>
	<u>BLRS 772</u>	PAIR (letter) _____	<input type="checkbox"/>
	<u>NLN 885</u>	3 OF A KIND (number) _____	<input type="checkbox"/>
	<b>Winner Sticker!</b>	STRAIGHT (number) _____	<input type="checkbox"/>

## Player 2

<b>ROUND 8</b>	License Plates:		Winner
	<u>NNH 215</u>	HIGHEST (number) _____	<input type="checkbox"/>
	<u>GAT 5646</u>	PAIR (number) _____	<input type="checkbox"/>
	<u>HDY 482</u>	PAIR (letter) _____	<input type="checkbox"/>
	<u>SNV 900</u>	3 OF A KIND (number) _____	<input type="checkbox"/>
	<b>Winner Sticker!</b>	STRAIGHT (number) _____	<input type="checkbox"/>

*Both players have finished collecting their license plates. Note that not all license plates have the same amount of numbers and letters. It's just luck of the draw whether you get more or less digits.*

## ***THE HAND***

Once everyone has finished collecting their license plates, it's time for each player to figure out their best hand.

*Note: numbers and letters used in pairs, threes of a kind, and straights do not need to appear on the same license plate.*

**Pairs:** Each player puts their *highest number pair* and/or *highest letter pair*. Sometimes there are no pairs in your hand - better luck next round!

**Three of a kind:** Once again, each player puts their *highest number triplet* and/or *highest letter triplet*. As with pairs, sometimes there are no triplets in your hand.

*Note: whatever number or letter that you use for 3 OF A KIND cannot also be used in a PAIR (they can be used in HIGHEST and STRAIGHT).*

**Straight:** A straight is a continuous sequence of numbers or letters in their natural order, eg. 45678 or GHIJK. If you have more than one straight in your hand, you should record the longest one. If they are the same length, you should record the highest straight.

## Player 1

ROUND 8	License Plates:		Winner
	<u>KAT 424</u>	HIGHEST (number) <u>8</u>	<input type="checkbox"/>
	<u>DMV 462</u>	PAIR (number) <u>88</u>	<input type="checkbox"/>
	<u>BLRS 772</u>	PAIR (letter) <u>NN</u>	<input type="checkbox"/>
	<u>NLN 885</u>	3 OF A KIND (number) <u>444</u>	<input type="checkbox"/>
	<i>Winner Sticker!</i>	STRAIGHT (number) <u>45678</u>	<input type="checkbox"/>

## Player 2

ROUND 8	License Plates:		Winner
	<u>NNH 215</u>	HIGHEST (number) <u>9</u>	<input type="checkbox"/>
	<u>GAT 5646</u>	PAIR (number) <u>66</u>	<input type="checkbox"/>
	<u>HDY 482</u>	PAIR (letter) <u>NN</u>	<input type="checkbox"/>
	<u>SNV 900</u>	3 OF A KIND (number) _____	<input type="checkbox"/>
	<i>Winner Sticker!</i>	STRAIGHT (number) <u>456</u>	<input type="checkbox"/>

Notice how **Player 1** also has three 2s, however 4 is higher than 2, and therefore was used to fill the 3 OF A KIND spot.

Notice how **Player 2** has no threes of a kind (number), hence 3 OF A KIND was left blank.

## ***THE SCORE***

Once all players have finished writing down their hands, compare game books to determine who has won. Players should check off each level they have won.

**Numbers:** When comparing numbers, whoever has the closest to 9 is the winner.

**Letters:** When comparing letters, whoever is the closest to Z is the winner.

**Ties:** Sometimes there will be ties (eg. everyone has a 9 for their highest number). In these cases, all winners get to check off the WINNER box.

**Winning a round:** At the end of a round, whoever has the most boxes checked off is the winner. If two or more players have the same number of boxes checked off, these players must perform a further challenge to determine the winner of the round. The player that can make the longest word with their letters wins the round. After this, if there is still a tie, try rock-paper-scissors or invent your own challenge.

## Player 1

ROUND 8	License Plates:	Winner	
	KAT 424	HIGHEST (number) <u>8</u>	<input type="checkbox"/>
	DMV 462	PAIR (number) <u>88</u>	<input checked="" type="checkbox"/>
	BLRS 772	PAIR (letter) <u>NN</u>	<input checked="" type="checkbox"/>
	NLN 885	3 OF A KIND (number) <u>444</u>	<input checked="" type="checkbox"/>
Winner Sticker!		STRAIGHT (number) <u>45678</u>	<input checked="" type="checkbox"/>

## Player 2

ROUND 8	License Plates:	Winner	
	NNH 215	HIGHEST (number) <u>9</u>	<input checked="" type="checkbox"/>
	GAT 5646	PAIR (number) <u>66</u>	<input type="checkbox"/>
	HDY 482	PAIR (letter) <u>NN</u>	<input checked="" type="checkbox"/>
	SNV 900	3 OF A KIND (number) _____	<input type="checkbox"/>
Winner Sticker!		STRAIGHT (number) <u>456</u>	<input type="checkbox"/>

In this game **Player 1** is clearly the winner, beating **Player 2** four to two.

Only **the winner** gets to add a sticker to their book. Once a winner is declared, move on to the next round. The **Grand Champion** is the player with the most stickers at the end of Round #60.

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