

Rules For Playing African Animal Hunt

For 2, 3 or 4 Players

Parker Brothers Inc.

SALEM, MASSACHUSETTS

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MADE IN U.S.A.

OBJECT:

The object of this game is to earn the most points by capturing wild animals.

EQUIPMENT:

The equipment consists of a playing board; eight playing pieces, 2 each of 4 colors; twenty-four plastic pegs, 6 each of 4 colors; fourteen "wild" animals; one pair of dice.

THE BOARD:

The board represents the continent of Africa with jungle, water, and desert areas. The yellow tracks represent trails over which players move their hunters (playing pieces).

PREPARATIONS:

After opening the playing board on any flat surface, each player takes two matching playing pieces and six pegs of the same color. All the animals are placed on the board on their matching pictures. Players roll the dice in turn and the player with the highest roll goes first.

THE PLAY:

The first player rolls the dice and has a choice of the following moves:

1. Starts one hunter from any one of the starting spaces and moves him along the yellow trail the full count of the dice.
2. Starts one hunter and moves him the number of spaces shown on one die and starts his second hunter from any one of the starting spaces and moves him the number of spaces shown on the other die.
3. Starts one hunter and moves him the number of spaces shown on one die and places a peg in any hole which is in line from the hunter, either vertically or horizontally, the number of spaces indicated on the other die.

Play passes to the next player on the left. Once a player has both hunters started, he may on any turn move both hunters, move one hunter and place one peg, place two pegs, or use the total count of both dice to place one peg. A player may not place a peg in a hole unless it is the same number of spaces from the hunter as the number thrown on the die or dice. A player may place a peg in any empty hole around an animal that he reaches by exact count in a vertical or horizontal direction. The player who places the last peg in the trap surrounding an animal captures that animal and removes it from the board and keeps it. All pegs in that trap are immediately returned to the proper players. A player need not try to trap just one animal at a time. However, if a player should run out of pegs he forfeits his turn until one or more of his pegs are returned to him. A player may move in any direction on any turn, but he may not reverse his direction and move back over the same squares on the same turn.

Play continues until all animals have been captured. Then each player adds up his score according to the following table:

| | |
|--------------------------|----------|
| An Elephant counts..... | 4 points |
| An Alligator counts..... | 4 points |
| A Camel counts..... | 4 points |
| A Zebra counts..... | 3 points |
| A Lion counts..... | 3 points |
| A Goat counts..... | 2 points |

WINNING THE GAME:

The player with the highest score wins the game.