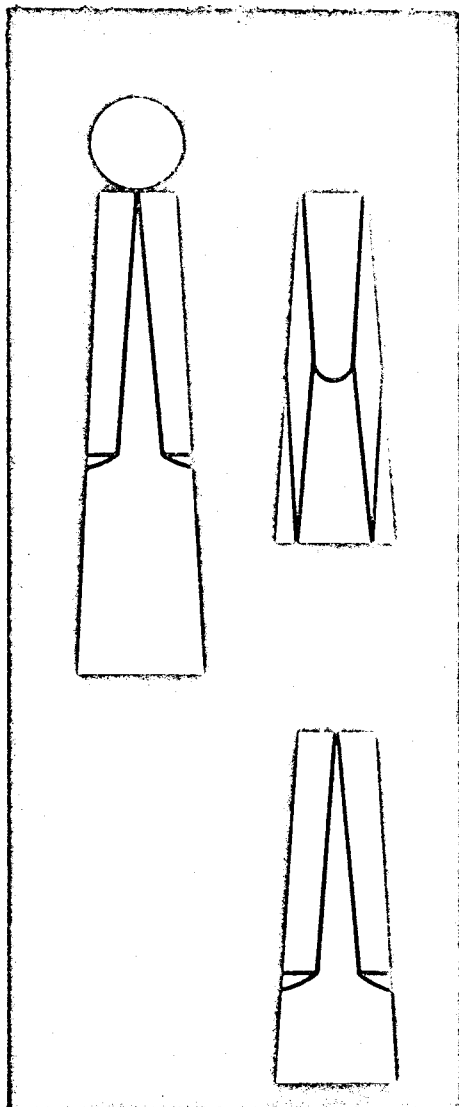
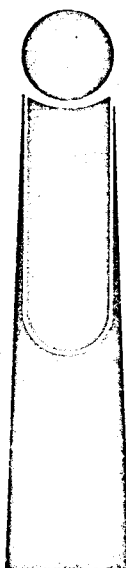
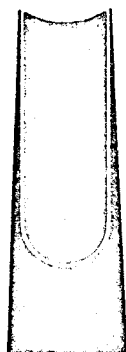




rules
for
playing

Crown RedTM

for 2, 3, or 4 players

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object

The object of the game is to be the first player to move his tallest piece, after it has been crowned, onto the red home space opposite from where it started. This game can be played by two, three, or four players.

equipment

One playing board; 4 Kings, 4 Crowns, 8 Pawns, 10 marbles (5 black and 5 white), a marble sequence selector.

setting up the board

Each player selects three pieces of the same shape and color as the three home spaces on his side of the board. For example, the player who uses the playing pieces with the triangular shape places the tallest piece (king) on the middle circle which is marked with a red triangle. The two shorter pieces (pawns) are placed on the adjacent circles which are marked with gray triangles. Other players place their pieces in a similar manner on the spaces in front of them. The red crowns are not used until later in the game.

preparing the sequence selector

Remove the selector from the tray. Grasp the clear column in your left hand and gently pull the red chamber away from the clear column. Load the ten marbles into the red chamber and then re-insert the clear column into the red chamber.

method of play

One player is selected to go first. Other players follow in turn in a clockwise direction. The method of play is as follows:

1

The first player inverts the selector and then places it in an upright position, causing the marbles to fill the column. If five marbles do not appear, a gentle shake of the selector will cause the clear tube to fill. The sequence of a player's move is determined by the position of the marbles in the column.

2

Counting from the bottom to the top of the clear portion of the selector the player moves one (and only one) of his pieces five spaces. He must move onto the black and white spaces in the order indicated by

3

A playing piece may be moved forward, backward or sideways, in any order, but it cannot be moved diagonally. Direction may be reversed during the course of a move and pieces may land on the same space more than once.

4

A player loses his turn if he cannot complete the five moves in the sequence indicated by the selector and play passes to the player on his left.

5

An opponent's piece is captured by landing on the space it occupies on the fifth or last move of a player's turn.

6

Before a king may be moved onto the opposite red home position, he must possess a red crown.

7

A king earns a red crown when it, or either of its pawns, captures any opponent's piece.

8

When a king is captured, it is returned to its starting position and loses its crown if it has one.

9

When a pawn is captured it is removed from the board and may not be used again during the game.

10

A player's piece may be captured while still in its home space.

11

A crowned king wins the game by moving onto the opposite red home space, even though that space may be occupied by another piece.

winning the game

The first player to move his crowned king onto the red home space opposite from where he started wins the game.

We will be glad to answer all inquiries concerning these rules. Address: Parker Brothers, Inc., P.O. Box 900, Salem, Massachusetts 01970.