

FORTUNE[®]

Rules of Play for PARKER BROTHERS MARBLE GAME

For 2, 3, or 4 Players

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SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA

MADE IN U.S.A.

OBJECT: The object of this game is to be the first player to capture all four of the marbles of his own color.

PREPARATION: Place all the marbles in the holes of their own color in the circular track. Select one player to start.

PLAY: The first player spins the arrow. If the point of the arrow stops on a space of the player's own color, he removes the marble from the circular track and places it in any one of the holes in the corner of his own color. If the arrow stops on another player's color, *that* player takes the marble from the circle and places it in one of the holes in his own color corner. If the arrow stops on a space on which there is no marble, then no marble is removed from the track. Whenever the point of the arrow stops on a line, the player spins again. When the first player has completed his turn, the play passes to the next player on the left.

SPIN AGAIN: If the arrow stops on either of the grey spaces, the player who spun may return one marble to the circular track from each opponent's corner. He then spins again.

THE WINNER: The first player to get all four of his colored marbles in his corner wins the game.

Alternate Game

As in the regular game each player selects a color corner. Before spinning the arrow, the player calls out one of the four colors and if his arrow points to the color named after it has been spun, the marble is removed and placed in the player's own color corner. If the arrow stops on a space of the color called out and there is no marble, a marble from another space of the same color may be taken. The first player to fill his corner with one marble of each of the four colors wins the game.

Questions on the play of this game will be answered gladly if correct return postage is enclosed with your letter. Address: PARKER BROTHERS, INC., Salem, Massachusetts.