

Rules for Playing  
Parker Brothers' 1-2-3 Game  
**HOT SPOT**

Trademark for its Game Equipment

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SALEM, MASSACHUSETTS • DES MOINES, IOWA  
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MADE IN U.S.A.

For Two Players

**OBJECT:**

The object of this game is to be the first player to capture eight of his opponent's playing pieces.

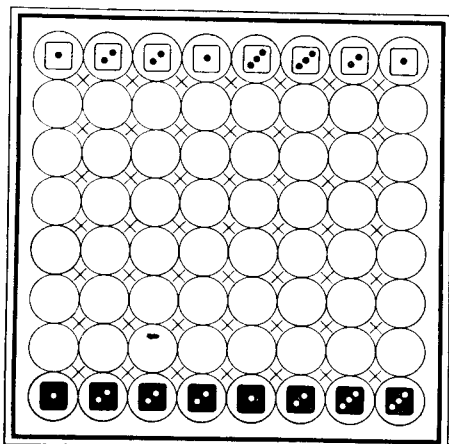
**EQUIPMENT:**

There are twenty-four playing pieces, twelve each of two different colors, and a playing board.

**PREPARATION:**

The two players sit at opposite ends of the board. All playing pieces are placed face down on the table and mixed. Each player selects eight pieces of the same color and, one at a time, turns them face side up on any one of the eight circles in the first row on his end of the board. Once a piece has been placed, its position may not be changed until the play begins. Players alternate in placing their men on the board. Each player then turns his remaining four pieces face up and places them along side the board. These are his reserve pieces. For example, see DIAGRAM NO. 1:

**DIAGRAM NO. 1**



**GREEN'S**

**RESERVE**



This shows a possible starting set-up. There are, of course, many other possible arrangements.

**BLACK'S**

**RESERVE**

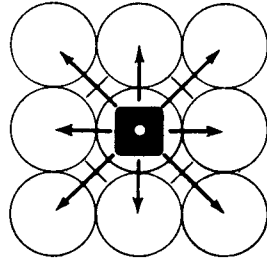


## MOVEMENT OF PIECES:

The number of spaces a piece may move is governed by the number of spots on that piece. A piece with one spot moves one space. A piece with 2 spots must move two spaces. A piece with 3 spots must move three spaces. Pieces may move in any direction in a straight line, providing the line is not blocked by one of his own or by one of his opponent's pieces, or by the edges of the board. Players are not allowed to move a piece onto or over one of their own or their opponent's pieces. A player's piece must always be moved the full number of spaces indicated by the spots on the piece being moved.

## CAPTURING PIECES:

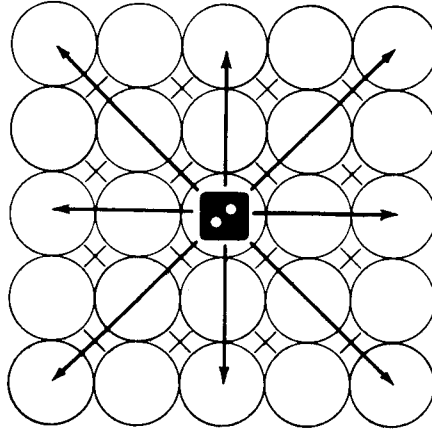
### DIAGRAM NO. 2



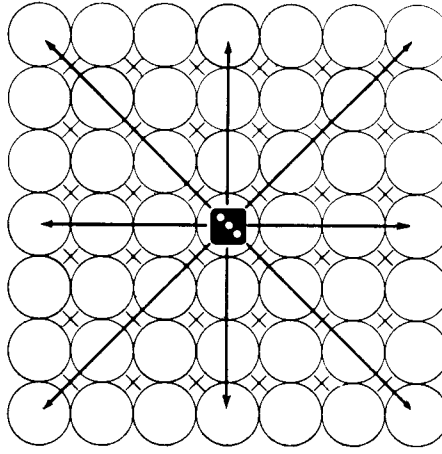
A one spot piece controls all adjacent spaces provided these spaces are not occupied by a previously captured piece or by one of his own pieces. See DIAGRAM No. 2:

If an opponent's piece moves onto one of these controlled spaces, it is subject to capture. In the same way, a two spot piece controls all spaces two spaces away even though there may be other pieces, captured or not, in between. Likewise, a three spot piece controls all spaces three spaces away even though there may be other pieces captured or not, in between. SEE DIAGRAM No. 3 & 4;

### DIAGRAM NO. 3

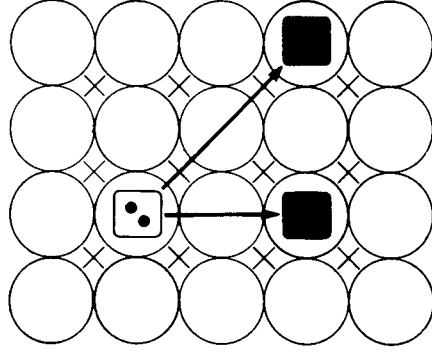


### DIAGRAM NO. 4



When a player, on his turn, finds one or more of his opponent's pieces on any space controlled by any one of his pieces, he captures these pieces and turns them face down on the spaces they occupy. *He never moves his own piece to the space where he makes the capture.* Pieces which have been captured are never removed from the board. They act as blocks when turned over and no piece may land on or pass over these blocked spaces. Example: In DIAGRAM No. 5, green's two spot piece has just captured black's three spot and one spot pieces and turned them over. For the balance of the game, they will be "blocks".

### DIAGRAM NO. 5



When a player captures an opponent's pieces, he does not move his own piece, and no piece or pieces on in-between spaces interferes with his play. Example: DIAGRAM No. 6 shows black's three spot piece about to capture green's two spot piece. Although the 1st and 2nd spaces are occupied, the black three spot piece still controls the third space and since it is black's turn he may turn over the *green two spot piece*.

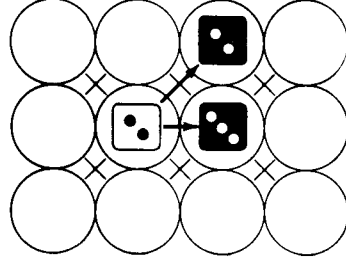
A player may capture an opponent's piece only at the start of his turn before he has moved or exchanged one of his own pieces. Sometimes it is possible to capture more than one piece on a turn. When a piece is captured it is NOT replaced by a new piece from that player's reserve. At no time during the game may a player have more than a total of eight pieces on the board including his captured pieces.

**SPECIAL NOTE:** When MOVING a piece there must not be any other piece in the way or on the space to which the piece is being moved. As a piece is not moved when it is CAPTURING an opponent's piece it makes no difference whether or not there are other pieces in between the capturing piece and the piece to be captured.

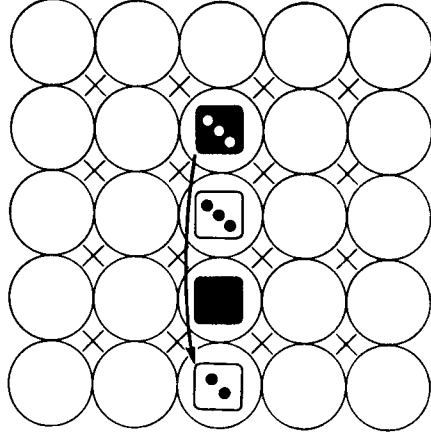
## EXCHANGING PIECES:

Exchanging pieces plays a very important part in the game's strategy. On a player's first turn he may exchange one, two, three or four of the pieces which he has in his reserve with any of the eight pieces he has in his starting circles. If he does not wish to make an exchange, he may make a move. But, he may not do both on any One Turn. After a players' first turn, he is allowed to exchange only one piece on any one turn. If he makes an exchange, he may not move a piece. An exchange can be very effective. DIAGRAM No. 7 shows green's two spot piece adjacent to black's three and two spot pieces. If green, instead of moving a piece, exchanges his two spot pieces on the board, for a one spot piece from his reserve, he would have both of black's pieces under attack. Black on his turn could move one of his pieces away but the other would be captured on black's following turn.

### DIAGRAM NO. 7



### DIAGRAM NO. 6



## DIAGRAM NO. 8

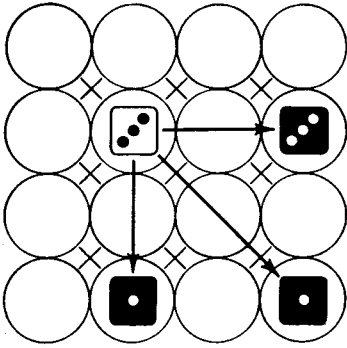


DIAGRAM No. 8 shows three of black's pieces in a dangerous position. If at this point, green, on his turn, exchanges his three spot piece for a two spot piece, he will have all three of black's pieces under attack. Green can move one man on his turn but the other two will be captured.

### PLAY:

The player chosen to move first may exchange one or all of the pieces in his reserve for any of the pieces on his starting position. If he does not wish to make an exchange, he moves any one of his pieces in the direc-

tion he wishes the number of spaces indicated by the number of spots on the piece he moves. After a player's first turn, he may do ONLY one of the following:

1. Move one of his pieces.
2. Exchange a piece.
3. Capture one or more of his opponent's pieces and then move one of his own pieces.
4. Capture one or more of his opponent's pieces and then exchange one of his own pieces.

### *HE MAY NEVER DO ANY TWO OF THE ABOVE ON THE SAME TURN.*

The other player now plays in this same manner. If a player at the start of his turn, finds one or more of his opponent's pieces occupying spaces that are controlled by one or more of his own pieces, he captures these pieces by turning them over on the space or spaces which they occupy. He then continues to complete his turn by moving one of his pieces or by exchanging one of his pieces for another in his reserve.

Once a player has touched one of his pieces, he must move that piece or forfeit his turn. He may not capture an opponent's piece which he might have overlooked. The capturing of pieces **MUST** always be done at the start of a player's turn.

### WINNING THE GAME:

The game is won by the player who captures eight of his opponent's pieces. When both players have only one piece left in play, and they have made twenty-five consecutive moves, the game is considered a draw. A draw game may also be terminated by agreement.

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Questions on the rules for this game will be answered gladly if correct return postage is enclosed with your letter. Address:

PARKER BROTHERS, INC., SALEM, MASSACHUSETTS