

IN THE DARK™

The Four-in-a-Row Challenge Game
For 2 players / Ages 8 to adult

Rules © 1989 Parker Brothers,
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OBJECT

To get four marbles in a row vertically, horizontally or diagonally – from memory.

EQUIPMENT

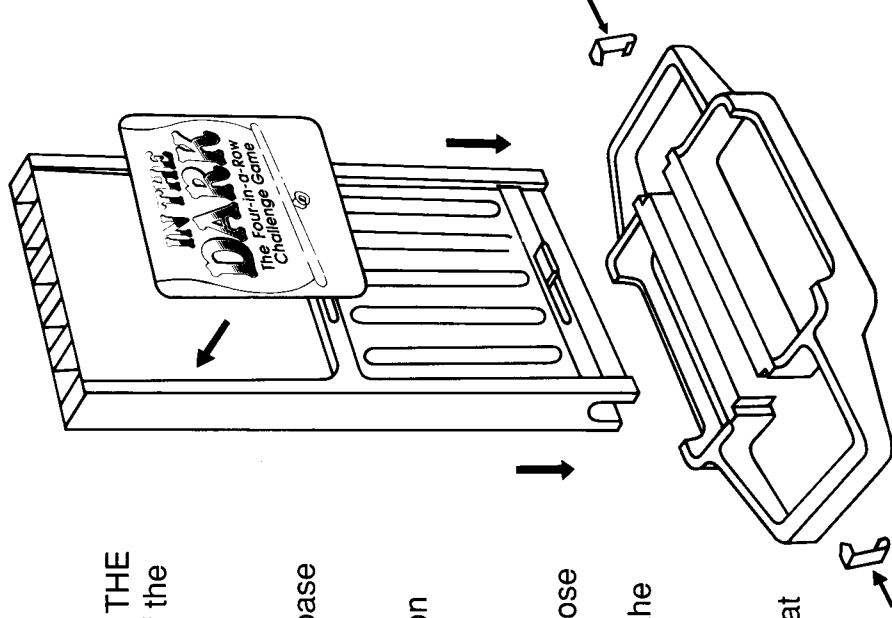
IN THE DARK marble game • 30 Marbles (15 red, 15 yellow)
• 2 Consumer-applied labels • 2 Scoring gauge clips

ASSEMBLY

1. Peel off and apply an **IN THE DARK** label to each side of the top half of the tube section.
2. Clip one yellow scoring gauge to each side of the base bottom.
3. Insert the top tube section into the base section.

SETUP

1. Select a color and put those marbles in the marble tray facing you on your side of the game.
2. Set the slider on your eight-notch scoring gauge at the arrow.



GAMEPLAY

Select a player to go first. You and your opponent take turns dropping one marble at a time into any of the tubes in the top part of the game. There is a releaseable barrier that keeps the marbles from dropping all the way down.

With each marble you play, try to set up a pattern so that you will end up with four marbles in a row either vertically, horizontally or diagonally.

At the same time, you must also keep track of your opponent's marbles and block him or her from getting four in a row.

When you think you've got four in a row, announce this, and push the top lever to one side, releasing all the marbles into the open tubes below.

If you've done it, advance your scoring gauge one notch. If you goofed, your opponent moves his or her gauge one notch.

After each round, push the bottom lever to the side and release all the marbles. Divide up the colors, and play another round.

The loser of the previous round goes first on the next round.

Challenge: As a variation, if your opponent announces a win but you doubt he or she actually has four in a row, you may "challenge" and double the stakes. If you're right, you get *two* points and move your scoring gauge up two notches. But if you challenged in error, your opponent gets *two* points instead of just one.

Note: If all the marbles are used up in a round and no one has gotten four in a row, the round is a draw and you start over again.

WINNING

The winner is the first player to move his or her scorer all the way to the top of the eight-notch gauge.