

KIPPY KOO

Indian Marble Game

For 2, 3, or 4 Players

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INTRODUCTION:

Four friendly neighboring tribes of Indians challenge each other to a race to determine which tribe is superior. Each tribe consists of four braves, all dressed to match the color of their Starting Spaces. Starting and Finishing Spaces are indicated by stars.

The Indians, represented by the marbles, travel from the Star Spaces *all the way around the track* (the long continuous line), using the holes as stopping spaces, and back again into their own Finish.

TO PLAY THE GAME:

Each player selects four marbles of one color and places them in his START of the same color. Choose a player to begin the game.

THE START:

Starting player throws both dice. Only a *six* on either die or a total of six on the two dice can start a marble. If a six turns up on either die, the starting player takes one marble from his Starting Space and places it on his Star Space and uses the count on *the other die* to advance that marble along the track.

If *two sixes* turn up at the start, one six may be used to start a man out and the other six may be used to *advance* that same man six spaces. The player has another throw of the dice because doubles were thrown.

If no six turns up, he passes the dice to the next player who follows the same rules. Only a six, either on one die or a total of both dice, can start a marble.

MOVING:

Once a player has started a marble he continues to move that marble on subsequent turns the total amount shown on the dice. If, however, he throws a six on either die or a total of six on both dice he may start *another* marble. Thereafter *he has his choice* of moving the total amount that he throws with one marble or of splitting his move between two marbles in accordance with the numbers thrown. For example, if he throws a three and a five he may move three spaces with one marble and five spaces with another one. A player may start a marble on a six whenever he has a marble in his starting space.

HAZARDS:

If a marble ends its move on a space *already occupied by an opponents marble* the opponents marble is removed and sent back to its START. This marble may re-enter the race on a later turn — via the Star Space — on the throw of a six.

If, however, a marble ends its move on a space *already occupied by another marble of the same color*, it is moved forward to the next *unoccupied* space.

DOUBLES:

If a player throws doubles, he has another turn and continues to have additional turns as long as he continues to throw doubles. However, if he can not complete the total move on both dice, his turn ends.

FINISH:

After a marble has moved all the way around the track and back to its own Star Space, it is removed from the track and placed in FINISH. The exact count is not required to reach the Star Space.

WINNER:

The Winner is the first player to move all four of his marbles from his START, around the track, and back into his own FINISH.