

# Rules for Playing KUKLA AND OLLIE GAME

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## For 2, 3 or 4 Players

### OBJECT:

The object of the game is to be the first player to move all four of his playing pieces into the center area marked ON STAGE.

### EQUIPMENT:

The equipment consists of 4 sets of playing pieces, each set of a different color, and each set numbered from 1 to 4, a pack of cue cards and a colorful playing board.

### THE BOARD:

The playing board has squares with broken lines to indicate rows, Cue Sections and Wishing Wells. The starting circles are the 16 circles numbered from 1 to 4 in the center section of the board. The starting lines are the 4 rows of 4 squares on a red background adjacent to the starting circles. A row consists of 2 or more squares connected by an opening in the line between the squares.

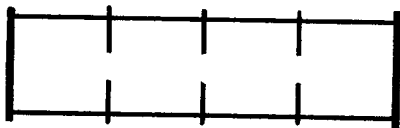


Diagram 1

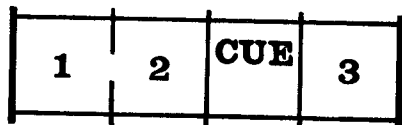


Diagram 2

Diagram 1 shows 4 squares in a row. Diagram 2 shows 3 squares in the same line separated by the Cue Section. Squares 1 and 2 are connected and in a row as indicated by the opening between the squares. Square 3 is not connected and is not part of the row.

## PREPARATION:

Each player selects 4 playing pieces of the same color and places them on his "starting circles". The 1 piece is placed on starting circle number 1, the 2 on starting circle number 2, etc. Shuffle the cue cards and place them face down beside the board. A player is chosen to go first.

## PLAY:

The starting player moves any one of his pieces from the starting circle to any one of the four squares on the adjacent starting line. The player to his left plays in a similar manner. He may start a piece on the same starting line as the first player, or he may start a piece on one of the other starting lines. Other players start in the same manner until each has a piece on a starting line.

On his second turn a player may either start another piece from another starting space in the same manner as on his first play, or he may move forward a piece already started. *This choice exists throughout the game* so long as a player has a piece in a starting area. Movement of pieces is forward, sideways, or diagonally but not backward, in a clockwise direction around the board toward the center space marked ON STAGE. *At no time may two pieces rest on the same square, nor can one piece pass over another piece, whether it is his own or another player's piece.* A player must move whenever it is possible to do so. If he cannot move, he loses his turn. Pieces may never move backwards, nor may they cross over the blank areas in the corners or the Cue Sections to unconnected squares.

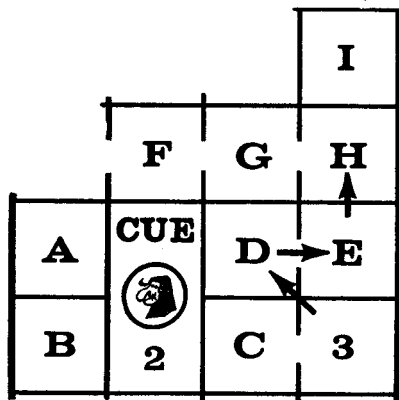


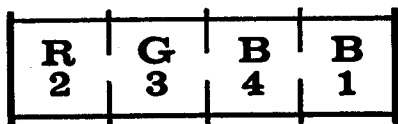
Diagram 3

Diagram 3 shows a player's 3 piece about to move to square H as shown by the arrows. By moving in different ways this piece could end up on the D, E, F, G, H, or I space. He cannot move from the square he is on, to square A or B, as he cannot cross over a Cue Section.

The number of spaces that a piece can be moved is determined by the number on it. *When alone in a row*, a piece must move the number of squares corresponding to the number on that piece; that is, the number 3 piece must move 3 spaces, the 2 piece 2 spaces, etc. When two or more pieces, regardless of color, are

*abreast in the same row or starting line, then the number of squares to be moved is determined by adding together the numbers on all the pieces in that*

row or starting line. For example: If the Red 2, the Green 3, the Blue 4 and the Yellow 4 were all abreast in one row, or starting line, the player whose turn it is is entitled to move his piece 13 squares as this represents the total count of all the pieces on this row before he starts his move.



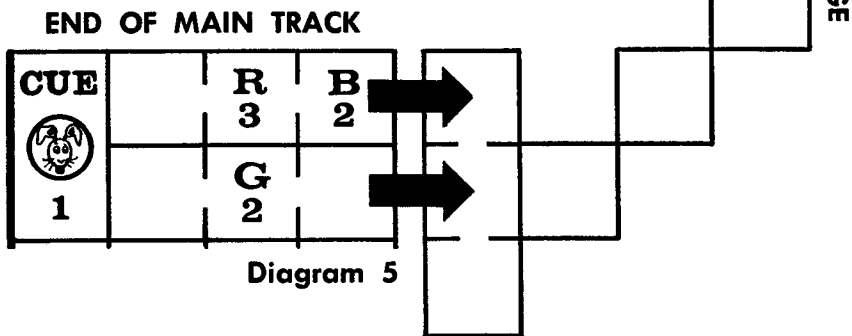
**Diagram 4**

Diagram 4 shows Red 2, Green 3, Blue 4 and Blue 1 abreast on a connected row. If the player whose turn it is to move *decides* to move his piece in this situation, he must move full 10 spaces, as a player *must always move the full number*

*of spaces to which he is entitled.*

When a player reaches the last two rows of squares at the end of the main track, he moves in an upward direction to reach the track leading to ON STAGE. He must move straight up as indicated by the arrows. When 2 or more pieces are abreast on the last row, then the player's piece nearest the ON STAGE must move before the other player's piece in that row can move.

Diagram 5 shows Red's 3 and Blue's 2 piece abreast in the last row and Green's 2 piece on the next to the last row. Blue's 2 piece has to move 5 squares upwards towards ON STAGE before Red's 3 piece can move. Green's 2 piece can move 2 squares upwards toward ON STAGE.



**Diagram 5**

### WISHING WELL AND CUE SPACES:

A player may move a piece into the Cue Sections or Wishing Wells providing he uses the full count to which he is entitled. When moving into a Cue Section, however, the piece moved in must correspond in number to the number in the Cue Section. When a player moves a piece into a Cue Section or Wishing Well he draws a cue card and follows its instructions. If the instructions move him to another Cue Section or Wishing Well he draws another cue card. He continues to move *this piece* until he is unable to move it farther. A player

moving out of a Cue Section or Wishing Well starts his move on any one of the adjacent squares to the side or ahead. Two or more pieces may be in the Cue Sections or Wishing Wells at the same time. *If a player at the start of any turn has a piece in a Cue Section or Wishing Well, he must move this piece out before he can move another piece.*

## CAPTURING:

If a player lands by exact count on a square occupied by an opponent's piece, he removes that piece and returns it to the first starting line in back of the square it had occupied.

There are three conditions under which pieces *cannot be captured*:

- (1) When pieces rest on the starting lines.
- (2) When 2 or more pieces are *abreast in the same row*, whether of the same color or not.
- (3) When pieces are in the Cue Sections or Wishing Wells.

Diagram 6 shows Red's 1 piece, Green's 2 piece and Blue's 3 piece. The Red and Green pieces are protected and cannot be captured, as they are in the same row. The Blue piece, however, is in an exposed position, as it is alone. If it were Red's turn, he could move 3 squares and send Blue's piece to the nearest starting line behind the square he is now on.

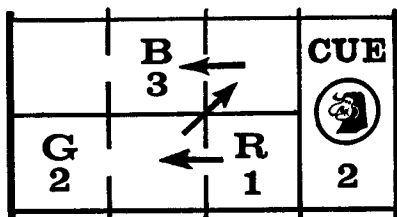


Diagram 6

## WINNING THE GAME:

The first player to move all four of his pieces into the area marked ON STAGE, wins the game. It is not necessary to reach ON STAGE area by the exact count, and this area may be entered from either one of the last two squares.

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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:

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