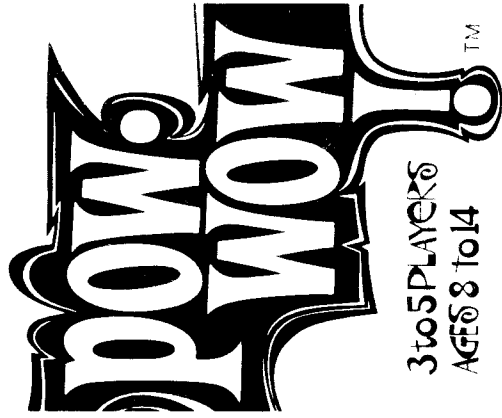


Parker Brothers Slapping Clapping Rhythm Game!



3 to 5 PLAYERS
AGES 8 to 14

TM

EQUIPMENT: 1 blue game base, 5 red slap-
pers, 5 white tabs, 1 set of word cards and 14
red "goof" chips.

OBJECT: Each player must keep the beat in
proper sequence for as long as possible.

LOCATION: The game may be played on a
table or players may sit crosslegged on the
floor around the game device.

ASSEMBLING THE GAME: To install the
red slapppers numbered one through five,
turn over the blue game base, place the flat
red trapezoid shape  into the same shape
hole in the base (see Fig. 1).

Then spread the side walls of the blue arm
and place the two red ribs of the slapppers into
the holes of the side walls as shown (see
Fig. 2).

Now turn the blue base back to its playing
position, and insert the five white tabs by flex-
ing them into the holes provided for them in
the blue base as illustrated (see Fig. 3).

The game is now ready to play. If restora-
tion is desired, only the red slapppers need be re-
moved for replacement into the carton.

PREPARATION FOR PLAY: Word cards and
red "goof" chips should be separated from
the white sheet which is inserted in the box
beneath the blue base, by pressing lightly

around the edges. Set these aside. Each
player then aligns himself with one of the
red "slapppers" number 1 through 5. One
player is selected to start the beat and places
his white tab in the "up" position.

It is probably a good idea for each player to
practice hitting his slapper before starting a
game. Players will notice that the right tech-
nique to change the tab position is a light but
positive tap, with the fingers immediately
pulled away from the slapper. If the hand
lingers on the slapper, the tab may bounce
back to its original position. (see NOTE)

In the course of playing the game, players
may identify themselves and others by:

1. the number on their slapper (easiest for
beginners);
2. a word printed on one of the cards;
3. words of their choice, or players' names
which can be written on the reverse side of
the word cards, or on additional cards.

If words are chosen, shuffle and distribute
the word cards, one to each player. Players
place the word cards to the right of their slap-
pers in plain view of all other players. Extra
cards are then placed aside.

PLAY: All players clap their hands or slap
their thighs twice in unison, simultaneously
calling out "POW-WOW" in a "ONE-TWO"

OVER

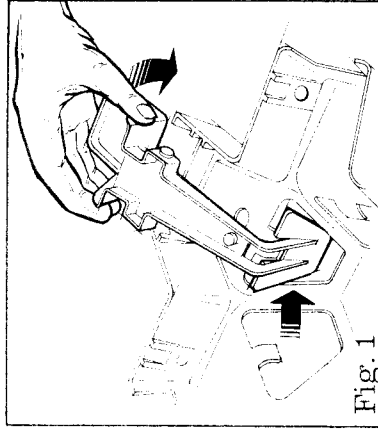


Fig. 1

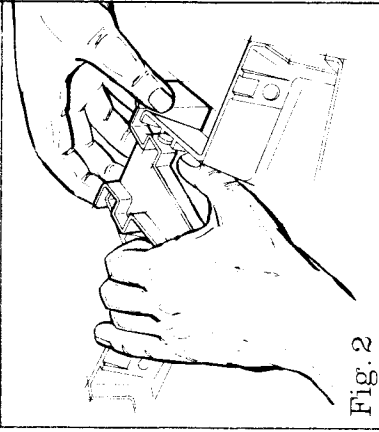


Fig. 2

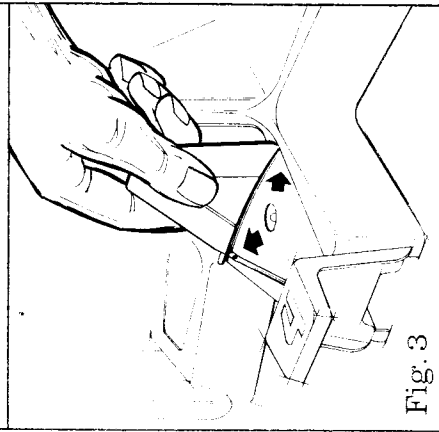
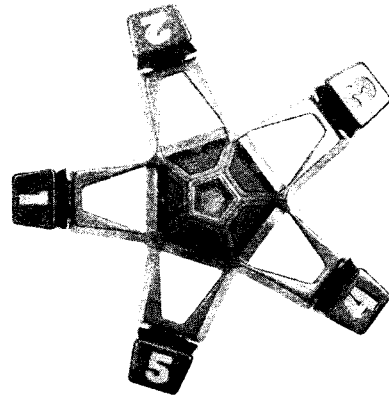


Fig. 3

marching rhythm. Then the player chosen to go first strikes his red slapper once (which changes the position of his white tab) and then hits any one of his opponent's slappers once. He does this in the same "ONE-TWO" marching rhythm so that there is now established a beat of "ONE-TWO, ONE-TWO" just as a marching band would take up in a parade. When a player strikes his own slapper, he calls out his own word, number or name according to the method of play chosen, and when he strikes an opponent's slapper, he calls out his opponent's word or number.

Then all players clap their hands or slap their thighs twice, maintaining the same rhythm in unison, again calling out "HOW-WOW". This is followed by the player, whose slapper was hit last, slapping his slapper and then immediately slapping any other player's slapper, not forgetting to call out the number or word that "goes with" the slapper he hits.

The beat continues with players responding to the call whenever their red slappers are slapped. If, for any reason, a player does not respond correctly, for example, if he misses slapping the right slapper or if he calls out the wrong word or number, or if he does not hit the red slapper so that the white tab comes to rest in a different position, he must take one goof chip.



goof chips, he is eliminated. Other players do not call the number or word of an eliminated player or hit his slapper during the game. If any player does (or if he hits any slapper which is not taken by a player if there are less than five players), he, too, receives a goof chip.

WINNING THE GAME: The play continues until all but one player has been eliminated, or all but one player has received three chips. The only player remaining with less than three chips is the winner.

PACE OF THE RHYTHM: While in the early stages of each game the pace of the rhythm is usually slow, it becomes more challenging if the pace is stepped up, since then all players must make quicker decisions with split-second reactions, in trying to keep up the proper sequence.

NOTE: For younger players and beginners, changing the white tab position every time may be difficult. Players should decide before they begin if they wish to eliminate this

rule. We will be glad to answer inquiries concerning this game. Parker Brothers, P.O. Box 100, Salem, Massachusetts 01970.



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