

Parker Brothers Trademark for its Slide Pursuit Game Equipment
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1 pack of cards (black and white) 1 year
board: 16 playing cards, 1 set of 2 gloves

Each player chooses a colour and places the 4 pieces of that colour on the matching GEAR cards. Study the pack and place it FACE DOWN on the table marked BY ALL BACK. Select a player at random. That player's colour goes first in the next.

The player who has the most points at the end of the game starts to be HOME of the same color as the color of the last card.

The first player draws the card faced from the pack and places it FACE UP onto the "DISCARD" space marked on the board. He enters 1 place of the card so drawn. Otherwise he forfeits this move. NOTE: DETAILED INSTRUCTIONS FOR ENTRY AND MOVING PIECES ARE GIVEN ON EACH CARD. Players are especially advised to read instructions on the following cards: "SOPHIST", "1", "2", "4", "7", "10" and "11". Play continues from right to left. Each player in turn draws a card, discards it, enters a place if possible or forfeits his turn.

On the draw of a 10, a player may place 1 piece from START onto the small circle on the square directly outside that player's START, and the two then enter into the draw of a "20" card. A player may enter a piece onto the small circle as with a "1" and draw a second card to move that piece or any other on the board, belonging to that player's own piece of the same player. A player may NOT group the two "20" at one time. If another player's piece enters the square bearing a piece may be either sending the original card back to START or

[illegible]

A piece sent back to START is re-entered as before on a subsequent turn at a player's option. An opponent's piece may be returned to START if, at a player's piece ends a move on a square adjacent to the opponent's, a player draws a "SORRY" card and if the piece is located anywhere along a START to end square, the player's card makes the slide as provided in rule 6.

A piece which lands on the triangle of a SLIDE of a colour other than its own SLIDES DIRECTLY TO THE ROUND END OF THAT SLIDE. All pieces of its own or any other colour that occupy spaces on the SLIDE are sent back to their respective STARTS on the other side on slides of their own colour.

No piece may move forward over the DIAMOND square of its own colour. However, a player's own DIAMOND square may be crossed on a backward move (see "2" and "10" cards), or by replacement of another player's piece (see "SORRY" and "11" cards).

A player may use a "4" card on a "10" card to move backward. Any player who has successfully moved a piece backward at least two squares beyond his START may now that piece on a subsequent turn into his SAFETY ZONE without having to go around the board.

No player may take advantage of the "7" move in order to start a new

[illegible]

PLEASE DO NOT REMOVE THIS CARD FROM THE FILE
A piece of the puzzle is missing ONLY ON THE DRAWING of a card
 allowing you to identify the person and thereby helping us to
 reach the person who needs help. **PLEASE** return this card again
 for the person who needs help.

The plant is covered with white flowers.

It is a very common plant in the mountains.

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“SORRY” can be **WASTED** even to send a partner’s piece to **START** if an opponent’s piece is available. After a move ends on a square occupied by a partner’s piece — the piece is sent back to **START**.

After all of his pieces have reached HOME, a player continues to draw cards in turn, using them to move his partner's pieces. The first partnership to reach HOME with all 8 pieces is the game.

Adult and Club play

rules of the regular grammar

Each player places 3 of his pawns on his **START**. The 4th pawn is placed on the starting space next to his **START** circle. Once the pack has been shuffled, 5 cards are dealt to each player **FACE DOWN**. Players take these cards in hand. The bottom card of the pack is placed **FACE DOWN** on the "PLACE YOUR SPACE on the Board" space on the board.

Play proceeds from right to left. Each player on his turn discards one card from his hand, **TACE UP**, onto the **DISCARDED** space on the board. He moves or enters a piece according to the directions on the discarded card. Next he draws a card from the pack into his hand. His turn ends. A player forfeits his chance to play if unable to use any card in hand to enter or move a piece. In turn 1, the discards are 4 and draws are 1 from the pack. In turn 2, the discards are 3 and draws are 5 cards in hand at the end of each turn. The player who reaches **HOME** with his 4 pieces wins.

CORING All players earn 5 points for each piece on color. The WINNER also scores.

points for each opportunity are as follows:

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