

WORM WRESTLE RULES™



Parker Brothers Trademark for its Magnetic Fight Game Equipment

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Introduction

As the manager of a famous wrestling worm, you are trying to win the most money by owning the worm that wins the most matches. There's Red Rassler, Gorilla Green, Yowlin' Yellow and Blue Bruiser. Each and every one of them is rough and tough. The first match is about to begin. All managers take their places, pay their entrance fees and get ready for plenty of fun and action.

Equipment

4 Wrestling Worms

Playing Board

3 Piece Wrestling Ring (Base, Mat and Ropes)

Shaft Housing

Play Money

Preparation

You will need one “D” size battery.

1. Press the ropes into position on the posts on the mat.
2. Place base on table, and with thumbs push Shaft Housing onto Motor Shaft as far as possible. Fig. 1.
3. Insert battery into the wrestling ring base as shown in Fig. 2. Be sure to match the + and – on the battery to the + and – on the base.

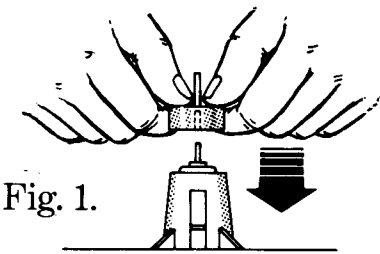


Fig. 1.

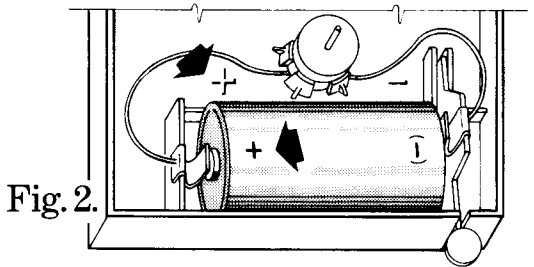


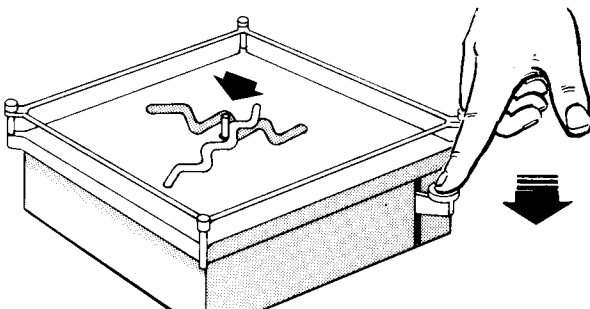
Fig. 2.

4. Place the mat over the base.
5. Place the base into the opening on the center of the playing board.

Rules for 3 or 4 players

Before the game begins, all managers should decide on the number of matches to be played. The game ends after the last match has been fought *or* when a manager runs out of money. Begin by selecting a worm. This will be your worm throughout the game. Stand or sit in front of the section of the board that matches the color of your worm and take 15 bills (\$150) from the bank.

Before a match begins, each manager must place a \$10 entrance fee on the edge of the board in front of him. Next, place your worm down flat in the ring so that it touches the metal post.



The manager selected to begin starts the worms wrestling by lightly pushing down on the switch which is located on the side of the ring.

The winner of each match will push the switch for the following round. When the worms are wrestling, the following rules must be closely observed. Any messing with rules might cause your suspension from the N.A.W.W.M. (National Association of Worm Wrestlers and Managers). So watch your worm and abide by the rules:

1. When a player's worm falls out of the ring and all or part of the worm lands on his own color, there is no penalty and the worm should be quickly returned to the ring.
2. When a player's worm falls out of the ring and all or part of the worm lands in the area across from his own color, the worm is out of the match and may not return to the ring.
3. If a player's worm falls out of the ring and lands in an area not covered by the above rules, the player must place a \$10 fine on the edge of the board in front of him and quickly return his worm to the ring.

NOTE: Because worm wrestling is such as unpredictable sport, it is possible that the worms could jam and be unable to move in the ring. If jamming occurs, tap lightly on the worms and they'll begin moving again.

When only two worms remain in the ring, the first worm to fall out must stay out regardless of where it lands. The manager of this worm does not pay a fine. The remaining worm is the winner of the match. The winning manager collects all the entrance fees and fines on the board and adds this to his own money. Then another match begins according to the rules above.

Winning the game

The game ends when the last match has been won or when a manager runs out of money. In both cases, the winner is the manager with the most money after the final match has been fought. Should a tie occur, each manager involved in the tie must enter his worm in a final, winner-take-all match. The winning manager wins the game.

2 player tag team rules

Tag Team play follows the above rules with the following changes:

1. Each player takes two worms whose colors are next to each other on the board and positions himself in front of these colors.
2. If either of your worms falls into either of your own color areas, you must pay a \$10 fine and quickly return that worm to the ring.
3. If your worm falls out of the ring and all or part of it lands in your opponent's area, your worm is out of the match and may not be returned to the ring.
4. If your opponent has two worms in the ring and your last worm falls out, your worm must stay out, regardless of where it lands and your opponent wins the match.
5. If both you and your opponent have one worm left in the ring, the first worm to fall out must stay out and the owner of the remaining worm wins the match.

We will be glad to answer inquiries concerning these rules. Address: Parker Brothers, Salem, Mass. 01970.