ARROWLETTE

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Parker Brothers Inc.

SALEM, MASSACHUSETTS

New York • San Francisco • Chicago

Made in U.S.A.

For 2, 3 or 4 Players

The Object of the Game

Each player, by spinning the arrow, tries to be first to capture the four marbles of his own color to win.

Preparation

All marbles are placed in the holes of their own color around the circular track. Players then choose the color they wish to use during the game, and one player is selected to go first.

Play

The starting player spins the arrow. If the point comes to a rest on a space of his own color, the marble occupying this space is removed from the circular track and placed in one of the holes in the corner of this player's color. If the arrow comes to rest on the color of another player, that player removes the marble from the circle and places it in one of the holes in his own color corner. A player's turn ends after each spin. After the first play the turn passes to the player on the left and so on throughout the game. Should the arrow when spun stop on a space from which the marble has already been removed, then no marbles are removed from the track and the turn passes to the next player.

Penalty

If the arrow stops on either of the two **grey spaces,** the player who spun it must put back on the track a marble that he has captured. If he has no marbles there is no penalty and play passes to the next player. If the arrow stops on a line the player spins again.

Winning the Game

The first player to succeed in playing all four of his colored marbles in his corner holes wins the game.

NAME THE COLOR

In this game each player chooses a color corner. Before a player spins the arrow he calls out any one of the four colors, other than the grey, on which he thinks the arrow will stop. If the spin is successful the marble is removed from the playing circle and placed in the player's corner. During the game if the arrow stops on a space from which the marble has been taken, player may take a marble from another space of the same color.

Winning the Game

The first player to fill his corner with one Red, one Blue, one Green and one Yellow marble wins the game.