

MB

BALAROO

Fine Edition

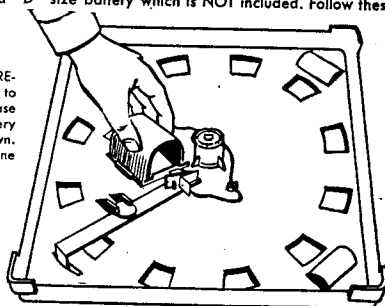
party fun at its best

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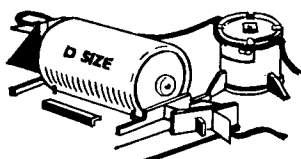
BALAROO

Balaroo is battery operated and provides two different and exciting action games once the switch is turned on. As the swinging ball keeps bouncing against the rotating disc, it knocks down and eliminates characters representing the players.

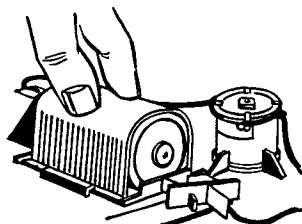
It requires one standard "D" size battery which is NOT included. Follow these easy steps to set up your game.



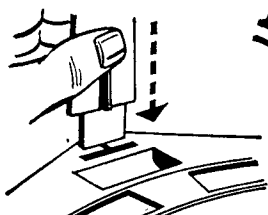
1. To insert Battery: FIRST, REMOVE CHIPS from the base to prevent spilling. Then, turn base over, and remove the battery cover by grasping it as shown. Squeeze slightly and lift one side.



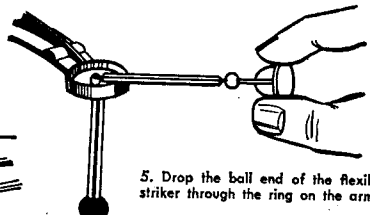
2. Always position the battery so the tip is toward the on-off switch.



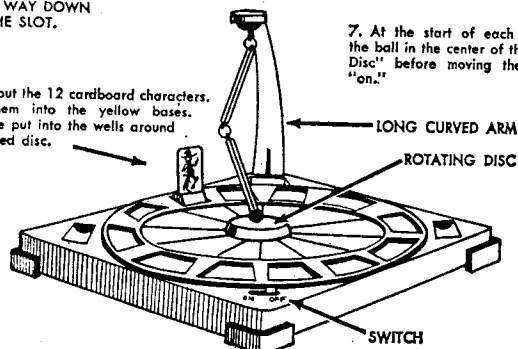
3. Replace the battery cover. First press one end under one tab. Squeeze the cover at the other end and push it down and inside the other tab.



4. Turn the base upright. Push the long curved arm into the "T" slot. IMPORTANT — SEAT THE ARM ALL THE WAY DOWN INTO THE SLOT.



5. Drop the ball end of the flexible striker through the ring on the arm.



7. At the start of each game, rest the ball in the center of the "Rotating Disc" before moving the switch to "on."

LONG CURVED ARM

ROTATING DISC

SWITCH

Rules For Game No. 1 — The 12 Card Game

Equipment: Balaroo base, 12 characters, Chips and 12 large cards No. 1 — No. 12.

1. Players choose characters to represent them during each round. The number of characters chosen by each player depends on the number playing. When there are 12 players each player has one character; when five play, each player has two characters and the two remaining characters are for the "house." When there are two players each player has six characters, etc. After dividing as many characters as possible among the players evenly, the remaining are considered "house" characters.
2. An equal number of chips are given to each player.
3. Before every round, each player antes one chip into the kitty for each character representing him.
4. The large cards numbered 1 through 12 are shuffled and dealt face down to each player in the same number as they have characters. Players stand their characters and the "house" characters in the numbered wells on the outer rim corresponding to their card numbers.
5. After the characters are placed and the swinging arm set over the rotating disc, the switch is turned on. As the arm swings and bounces off the rotating disc, it knocks down characters.
6. The player whose character is the LAST to remain standing is the winner of that round and collects all the chips in the kitty.
7. If the winning character belongs to the "house," the chips remain in the kitty and are added to the next round pot.
8. The player with the most chips after a specified time period or 10 rounds is declared the WINNER of the game.

Rules For Game No. 2 — The Win, Place And Show Game

Equipment: Balaroo base, 12 characters, chips, three betting boards (Win, Place and Show) and 36 small betting tickets (12 Win, 12 Place and 12 Show).

1. In this game, played in rounds, the characters are placed in wells at random.
2. The three betting boards are placed around the base. The 12 betting tickets for each board are placed on spaces provided on each of the three boards.
3. Players take turns in placing bets on numbers of their choice. Each player in turn may bet (buy a ticket for one chip) from each board by placing one of his chips in the pot area of a board and taking an available number ticket. Note: Each player may buy ONE ticket only from each board. He may however buy one ticket from each Win, Place and Show board.
4. After each player has had an opportunity to bet, the round is ready to start.
5. With the 12 characters standing in the wells and the ball on the rotating disc, the switch is moved to "ON," and the game is started.
6. In this game there are first (WIN), second (PLACE) and third (SHOW) winners as in a horse race, so players must keep close watch to learn the numbers and order of the last three characters standing.
7. For Example: If the last character standing was #5, it is declared the "WINNER" of that round. If the second from last character standing was #7, then, #7 is declared second and in "PLACE" position. If the third from last standing was #10, then, #10 is declared third and in "SHOW" position.
8. The payoff in chips for Win, Place and Show bets from each board's pot are as follows:
 - A. The "WIN BOARD" has one possible winner each round, who wins all the chips in the pot area of the win board.
In the above example, #5 was the winner and the player holding the win #5 ticket, wins all the chips on the win board. If #5 was not purchased, the chips remain in the pot for the next round.
 - B. The "PLACE BOARD" has a possibility of two winners each round. The chips in the place pot are divided into two equal piles. When there is an odd chip after the pot is divided, the odd one is left in the pot for the next round.
In the above example, #5 and #7 payoff to players holding #5 and #7 place tickets. In the above example, if only one, either the #5 or #7 place ticket were purchased, the player with the only winning ticket would still win only half the chips in the pot, with the remaining half staying in the pot for the next round.
In the above example, if neither the #5 nor #7 place tickets were purchased, all the chips in the pot would stay in the pot for the next round.
 - C. The "SHOW BOARD" has a possibility of three winners. The chips in the show pot are divided into three equal piles. When there is an odd chip or two after the pot is divided, they are left in the pot for the next round.
In the above example, #5, #7 and #10 payoff to players holding any of those three numbered show tickets.
The chips not won by show bettors remain in the show pot as explained about the "place pot" in B above.
9. The player with the most chips after a specified time period or 10 rounds is declared the WINNER of the game.