



# "BAMBOOZLE"

## DIRECTIONS FOR TWO PLAYERS

**Implements:** 8 Men of each color which may be moved 1, 2 or 3 spaces as follows:

2 Men are marked  (1 point) which can be moved only 1 space. 3 Men are

marked  (2 points) which can be moved only 2 spaces. 3 Men are marked  (3 points) which can be moved only 3 spaces. To release the Men from the holder,

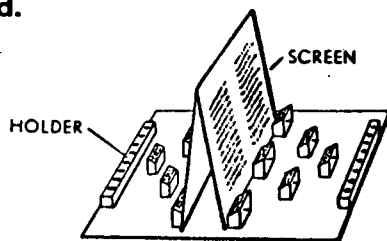
give them a slight twist to the right.

There are 12 HUTS or hiding places on the board. Six on the Red player's Field and 6 on the Blue player's Field. The Fields are separated by a path of GRAY Spaces which belongs to neither player. This screen, folded, is used only when hiding the men in the HUTS.

**Object of the game** is to bring the men out of the HUTS, and, moving them one at a time, get them across the GRAY path onto the Opponent's Field without being captured. The first Player to move four or more men that total TEN points across the Gray path on to his Opponent's field, Wins the Game. For example: When a player has two 3-point men and two 2-point men (10 points) on his Opponent's side of the board, the game ends.

**Setting up the game (HIDING the men):** 1. Each player (or team) sits at the end of the board near the holder that matches the color of his men.

2. The SCREEN is set up across the board in the center so that the players may not see their Opponent's field.



3. All 8 Men must be placed in the HUTS.

4. The players may place 1, 2 or 3 MEN in a HUT. Some of the HUTS may be left empty if the player chooses.




5. When all men are hidden, the screen is removed.

**Playing the game (Seeking):** 1. The Red Player starts the first game. The loser starts first in the following game.

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SCREEN — fol

fold on this line

2. The Players, taking turns, move only 1 Man in a turn.
3. A Player may take any one of his MEN out of the HUT and move it along the path in either direction 1, 2, or 3 spaces — according to its points.  Must always move 1 space.  Must always move 2 spaces.  Must always move 3 spaces.

Note: A Player should leave some Men in his HUTS to surprise his Opponent later in the game.

4. Men Out of HUTS may be moved in any direction but not forward and back in the same turn. A man cannot be returned to a HUT.
5. Count each White, Gray, or "Starred" Square as one space.
6. When a Man leaves a HUT he must start in the "Starred" space beside it. Include the Star in the count.

**Capturing:** 1. When a Man on a path or from a HUT can reach a space in which an Opponent's Man stands, BY EXACT COUNT, that Opponent's Man is captured, taken from the board and is out of the game.

2. More than one Man of the same color may stop in a space. However, if an Opponent's man can reach that space (BY EXACT COUNT) all of the Men there are captured!

3. A Man may capture Opponent's Men on EITHER field also on the Gray path.

**Forcing Men Out Of HUTS:** 1. When one player's Man stops on a "Starred" space beside a HUT containing one or more Opponent's men, the Opponent MUST, for his next turn, move ONE (any one) of the Men out of that HUT. He must start his count on the STAR on which the Player's Man is standing.

2. A 1-point Man from a HUT would immediately capture the Man on the Starred space; while a 2- or 3-point Man would continue along the path, in either direction.

**Ending the game:** 1. A Player wins the game when he has moved enough of his Men across the Gray Path on to his Opponent's Field to total 10 points. (These men must be in spaces where they cannot be captured if the Opponent had another turn.)

2. If through capture, both players have less than 10 points left on their team, the game continues until one Player has all of his men "safely" in his Opponent's field. The play then stops and both Players count the points of their men IN THEIR OPPONENT'S FIELD. The Player having the highest total then WINS THE GAME.

Note: For Team Play, the members play alternately.