

Rules For

PARKER BROTHERS GAME

OF MATCHING TRIANGLES

CONTACT®

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Parker Brothers Inc.

BALTIMORE, MARYLAND • DES MOINES, IOWA
NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U.S.A.

Two to Seven May Play

THE OBJECT OF THE GAME

This game is played with 36 triangular pieces. The three sides of each triangle are different in color, and each side has a number printed at its edge. These numbers run from one to ten and are scientifically arranged at the edge of the triangles so that they may be matched with each other, or added together to form the scoring combinations in the game. Players try, by matching color and number, or matching color and making certain scoring totals, to play all the triangles from their hands and to make as large a score as possible. The player who plays all his triangles first receives his full score, while those who hold triangles at the end of the hand suffer penalties. The player who has the highest score at the end of the game wins.

PREPARATION

To start the game, take all the triangles from the box and place them face down in the center of the table around which the players are sitting. Mix them very thoroughly and then let each player draw five triangles at random. Each player should then lay his five triangles on the table in front of him, face up, so that he and all other players may see just what triangles are in each hand.

The player who is found to have the lowest triangle plays it to the center of the table thus starting the game. (The lowest triangle is the one with the three numbers which add up to the lowest total. The lowest triangle in the game is the one having the figures one, two, three on its three sides which, of course, add up to the total of six.) Play passes to the left clockwise around the table. Only one triangle may be played on each turn and a player must always play if possible.

METHOD OF PLAY

In the play of the game each player tries to do two things — (1) to get rid of all his triangles as soon as possible; and (2) by proper play of his triangles to obtain as high a score as possible.

Each player must play his triangle to the triangle which was last played by the player whose turn preceded his. (See only exception to this rule under heading "Opportunity Play.")

A player must play in one of two different ways. He must always match color but he has two choices regarding numbers, as follows:

1. "Matching Contact"
2. "Counting Contact"

MATCHING GAME

This is made by matching colors and numbers to an exposed side of the last triangle played. Example:



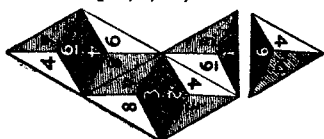
Matching Contact. Numbers Match But Do Not Count



Matching and Counting Contact

COUNTING GAME

This is made by matching colors as above, but the numbers so joined must add to a multiple of five as, for example, 5, 10, 15 or 20. Example:



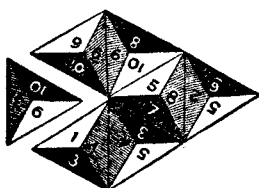
COUNTING GAME
Numbers
6 & 4 Count 10

OPPORTUNITY PLAY

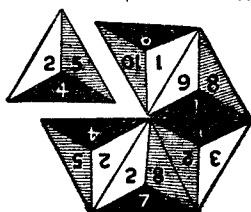
The exception to the rule that all plays must be made to the triangle last played is as follows: A player who sees an opening which will allow him to play a triangle to the figure on the table so that two or three sides of this triangle will match in color all the triangles which it touches, and so that the numbers on all touching sides will form "matching" or "Counting Combinations", may play such a triangle. This is an opportunity play and may be made any time during the game by any player on his regular turn. After such a play, the following player must play to the opportunity triangle or to another opportunity opening. If the opportunity play is made in an open triangle where all three sides touch, there will, of course, be no side exposed which can be played upon and the play of the hand ends there unless another opportunity opening is available. All "Counting Combinations" of an opportunity play are added to a player's score, so this is usually a desirable play to make. It is possible in this play to secure a count of 50 points. Example:

OPPORTUNITY PLAYS

Two Sided — Both Scoring
10 Blue + 10 Blue = 20
9 Purple + 1 Purple = 10

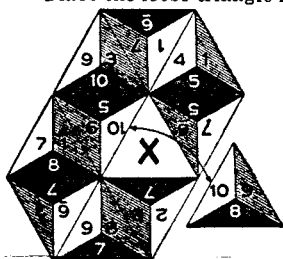


Two Sided —
Matching & Scoring
4 Blue Matches 4 Blue
10 Pink + 5 Pink = 15



THREE SIDED OPPORTUNITY PLAY

Place the loose triangle in open space marked X.



| | | | | |
|-------------|---|-----------|---|----|
| 8 Blue | + | 7 Blue | = | 15 |
| 10 Purple | + | 10 Purple | = | 20 |
| 9 Pink | + | 6 Pink | = | 15 |
| Total Score | | | | 50 |

As this play leaves no side open on which to play, the hand ends.

SCORING

A "Matching Combination" scores nothing, but enables a player to get rid of one of his triangles. A "Counting Combination" scores the total of the two numbers (5, 10, 15 or 20) as in the illustrations, and this score should be kept by somebody who has been appointed score keeper. As each "Counting Combination" is made, it should be added to the player's previous score.

Note: 5,5 and 10,10 are both matching and counting "Contacts", but both should be considered as "Counting Contacts" and added to the score of the player who makes them.

When a hand ends, all players must deduct from their score a count of 10 for each triangle which remains in their possession. Of course, if one player has played out all his triangles he will have no deduction to make.

DRAWING TRIANGLES

In the event that a player is unable to make any "Combination" whatsoever, and provided he has less than five triangles in his hand, he must draw a triangle from the face down group on the table and expose it with the others in his hand. If he can play this, he must do so at once, but if he cannot, he should draw one triangle at a time from the center until the total number of triangles in his possession is five, after which he can draw no more until after he has played a triangle on a following turn. If he cannot play one of the five triangles in his possession he loses his turn, and it becomes the turn of the player to his left.

If all the triangles are exhausted from the draw pile in the center of the table, play continues as long as possible. Each player has the opportunity of playing a triangle to the pattern on the table from his hand, and the play does not stop until all players have passed and nobody is able to make a play.

If a player is compelled to pass he may still play on his next turn if an opponent has added a triangle which allows him to do so. When a player can play from his hand, he must do so. As soon as one player has been able to play all of his triangles to the combination in the center of the table, or as soon as no more plays can be made by any player, the hand ends.

THE WINNER OF THE GAME

Three hands constitute a game and the player having the highest total score when these three hands are completed wins the game.

TWO SOLITAIRES

The object of both these solitaires is to make a complete figure on the table using all the triangles by playing, as in the regular game, to the last triangle played, unless you are able to make an opportunity play.

SOLITAIRE No. 1

Place all the triangles face down in the center of the table and mix them thoroughly so that you do not know the location of any particular triangle. Now draw one triangle at random and turn it face up on the table in front of you to start the solitaire. Next, draw a second triangle at random. If this second triangle will make a matching or a counting "Combination" with the first triangle, play it. If, however, the second triangle will not make a matching or counting "Combination" with the first triangle, place it to one side to start a discard pile and draw a third triangle. If this third triangle will make a matching or counting "Combination" with the first one played, make this "Combination". Otherwise, place it on the discard pile face up on top of the triangle you have already laid aside.

From this point on you will have two chances to play. Since it is necessary to use up the whole discard pile in order to complete the solitaire, care should be taken to note the possibility of playing the top triangle from the discard pile to any new triangle which is played to the figure. If a triangle cannot be played to the figure from the discard pile, draw one from those which are face down in the center of the table, adding it to the last triangle played in the figure if possible, otherwise playing it to the top of the discard pile.

Do not forget that opportunity plays are allowed in this solitaire just as they are in the regular game. Continue playing in this manner until you have succeeded in completing the solitaire by adding all the triangles to the figure, or until you are blocked, after all triangles are drawn, by being unable to play the triangles from the discard pile.

SOLITAIRE No. 2

In this solitaire, the triangles should all be shuffled and placed face up in seven different piles which will consist of six piles of five triangles each, and one pile of six triangles. To start the play, cut the Six pile at random and take out a triangle for your first play. Place this triangle on the table face up. Now if you can make a matching or counting "Combination" to the first triangle played with any triangle showing at the top of any one of the seven piles, do so. If there are two choices, it is well to consider taking a triangle from the pile which has the most triangles in it, and it is also well to look ahead to see if the triangle you are playing will allow you to match to it one of the other triangles, which may be exposed at the top of another pile. Opportunity plays are allowable in this solitaire.

Continue playing in this manner until you have either completed the solitaire by using all the triangles, or until you are unable to make a matching or counting "Combination" with one of the triangles exposed at the top of the piles.

Questions regarding this game will be answered gladly if correct return postage is enclosed.