

DAI JOBI

THE GREAT BALINESE GAME

For 2, 3, or 4 Players

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Parker Brothers Inc.

SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA

MADE IN U. S. A.

INTRODUCTION:

Each player has an equal chance to win. Luck and skill are nicely blended in the play of DAI JOBI so that the winner is in doubt almost to the last move. Rarely are two games played alike — the variations are many and the play is lively from start to finish. Each player has four moving pieces and he may travel over one or more of *five* different routes to reach the Finish Space. Another novel feature in DAI JOBI permits as many as four moving pieces, stacked one on top of the other, to move as one single unit. When the pieces are stacked, the hazards of capture are greater but so is the fun. The first player to move all four of his pieces from Start to Finish wins the game.

Equipment:

A game-field printed on cloth; sixteen moving pieces known as *jungs*; four sticks, each with a rounded and a flat surface; and a plastic shaker to hold the sticks.

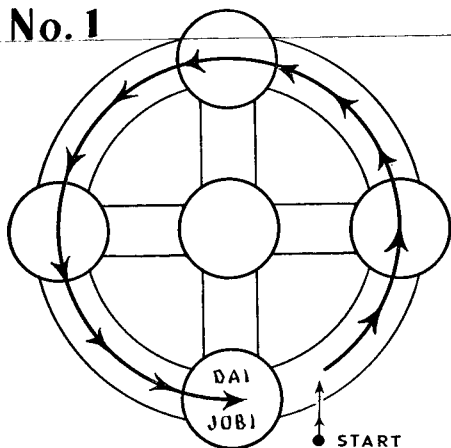
Object of the Game:

The object of the game is to be the first player to move all four of his pieces from the starting position around the board and across the DAI JOBI circle.

Preparation:

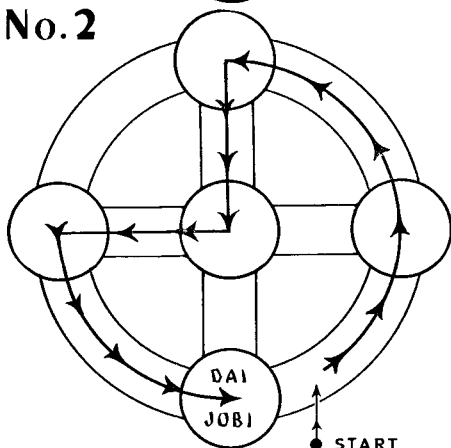
Place the game-field within reach of all players. Contestants should examine this interesting layout before the game begins, noting the several courses that the jungs may travel. The diagram below shows the five different paths or courses that a player may follow with any of his jungs.

No. 1

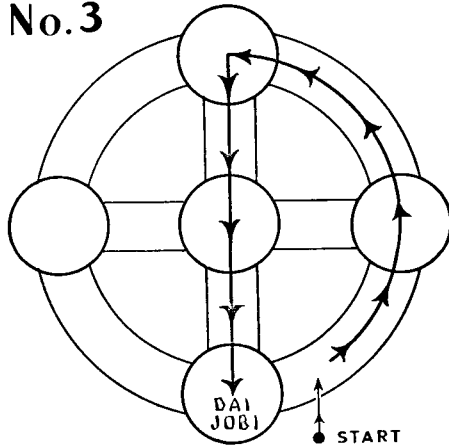


Remove the sixteen jungs from the plastic shaker. Leave the four sticks in the shaker and replace the cap so that the sticks can be shaken vigorously without falling out. Each player selects the four jungs that match the circle in the corner of the game-field to his right and places them in that circle.

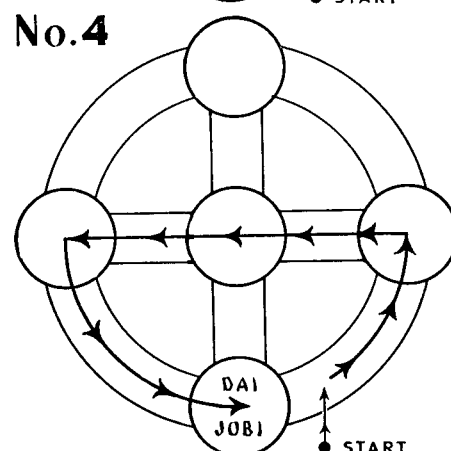
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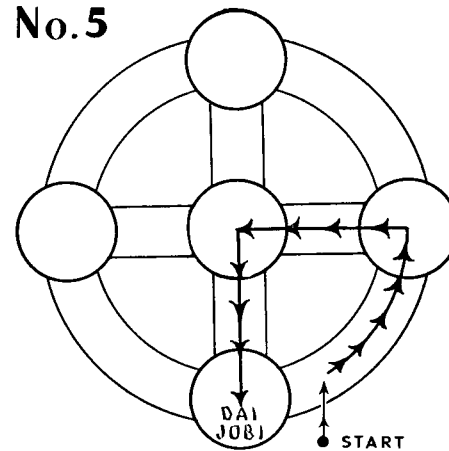
No. 3



No. 4



No. 5



To Start the Game:

Choose a player to start the game. The starting player begins by tossing the sticks in the shaker. The other players follow in turn.

Tossing the Sticks:

To toss the sticks a player shakes the plastic container and places it on the table. The number of sticks that land with the *flat* black surfaces *up* determines the number of spaces a player may advance one of his jungs. However if all four sticks land with the white rounded surfaces up, a player may move *five* spaces and is allowed to toss the sticks again. He may continue to toss the sticks as long as he throws "fives." See diagram below for the meaning of the sticks.



Moving the Jungs:

Jungs are moved on both the small black spaces and the large colored spaces in a counter-clockwise direction beginning at the Starting Space. A player may start his four jungs at his own discretion, but he must start them *individually*. He can concentrate on getting one jung across the DAI JOBI space before starting another on its way, or he may have all four jungs on the track at once. When one jung stops on a space already occupied by another jung of the same color, it must be stacked (placed on top of the other). All four jungs may be stacked if a player so wishes. However, once they are stacked they cannot be unstacked and must advance *together*. Any player's jung may pass over his own jungs or those of his opponents, whether stacked or not, anywhere on the track.

Capturing Opponents' Jungs:

A jung is captured if an opponent's jung *stops on the space* it is occupying. The captured jung is handed to its owner who must then re-enter it on a later turn. If an opponent's jung stops on a space occupied by *stacked jungs*, all jungs in that stack are captured. Jungs are not captured when they are *passed over* by opponents' jungs. When a stack of jungs is captured the jungs are separated and are started out again one by one.

Bonus Tosses:

A bonus toss of the sticks is awarded to a player who succeeds in capturing an opponent's jung while still on the *yellow course* between the Starting Space and the large grey circle. Bonus tosses are also allowed whenever a player tosses a "five."

Courses:

Whenever a player's jung lands by exact count on the grey or light green circles, it may, on a subsequent turn, either continue along the outside path or follow the path toward the center circle. A jung may change course at the center of the field without stopping by exact count on the white circle. If a jung does not stop on the grey or light green circles it must continue a course around the entire track as in Figure 1.

Crossing the Dai Jobi Space:

In order to cross the DAI JOBI space, a jung must be able to move *one space beyond it by exact count* of the sticks. For example, if two black spaces and the DAI JOBI space remain for a jung to travel, the player must toss a "four" to go out. If the player tosses a "three" and lands on the DAI JOBI space, he must, *on a later turn*, toss a "one" in order to go out. If he does not toss a "one", he loses his turn unless he can utilize the toss by *moving one of his other jungs elsewhere* on the track. As long as the jung remains on the DAI JOBI space, it is in danger of being captured. The first player to move all four of his jungs across the DAI JOBI circle wins the game.

Strategy:

Stacking jungs is a way to get them around the course quickly; but the player is taking a chance in doing this, because his entire stack can be captured *at once* if an opponent's jung stops on the space occupied by the stacked jungs.

A player usually advances his jungs over the shortest possible course to the DAI JOBI space. However he may choose to follow an opponent's jung over a longer course in an effort to capture it. The shortest way is not always the winning way.

Questions on DAI JOBI will be gladly answered if a three-cent stamp is enclosed.

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