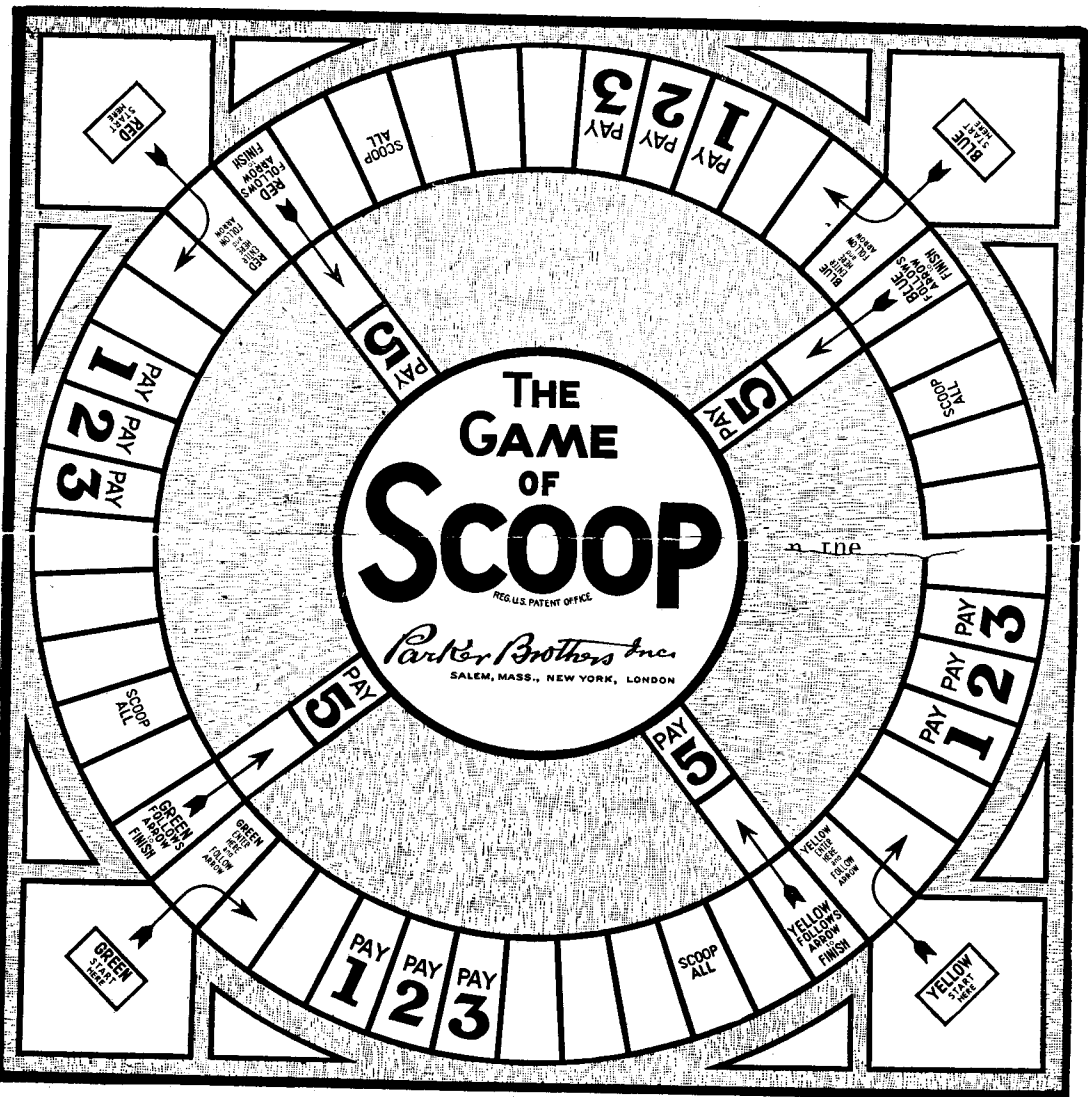


RULES FOR PLAYING



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SCOOP

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SPINNER EDITION

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PARKER BROTHERS, Inc.

Salem, Mass., New York and London

SCOOP is for 2, 3, or 4 Players

When two play, sit opposite; when three play, leave one side of the board vacant; when four play, use all four sides of the board.

First place the scoring device in the center of the board.

Each player then takes twenty counters supplied with the game, or you may use beans, peas, buttons or anything that may be used as counters.

Each player then selects one moving piece and places it on the starting point of the same color.

The object of each player is to play his piece from the starting point around the board to the finish which must be reached by exact spin.

In the play, pieces are moved according to the number indicated by the scoring device.

To start the game each player, in turn, strikes sharply with his fore-finger the scoring device which causes the hangers to spin around and when coming to a stop a number appears on both sides of the scoring device. The numbers shown are NEVER added together in making a play. The player scoring the highest number starts the game.

We are now ready to go. Each player now puts into the Pool (center of the board) two of his counters. The first player then spins the scoring device and moves his piece forward to the right in the direction of the arrow as many spaces as indicated. Players move in turn, the play always passing to the right.

On the first play should a player spin a one, a two or a three, he moves forward one, two or three spaces respectively. Should he spin a four he moves his piece forward four spaces landing on the space marked "Pay 1" and this player pays one counter into the Pool. Should he spin a five and land on the space marked "Pay 2" he pays two counters into the Pool. If he spins six and lands on the space marked "Pay 3" he pays three counters into the Pool. In other words, he simply follows the instructions as they appear on the board.

It is now the next player's turn to spin, and he moves HIS piece forward as many spaces as is indicated.

Any player at any time landing on spaces marked "Pay 1," "Pay 2," "Pay 3," "Pay 5," must pay into the Pool as many counters as indicated.

On the board there are four spaces "Scoop All." Any player landing on this space by exact spin takes all the counters from the Pool. After this is done, all players including the winner, put two counters into the Pool.

When a player by exact spin lands on a space occupied by an opposing piece, called a "collision," all the players must put two counters into the Pool.

Should a player land on any of the spaces marked "Scoop" which is already occupied by an opposing piece, he too, takes from the Pool all of the counters therein, and as before, all players including the winner must put two counters into the Pool.

The player who first reaches the finish space in the center of the board, by exact spin, wins and takes all the counters remaining therein.

NOTE—There are several spaces where a player is obliged to pay into the Pool: Four spaces where he pays one, Four spaces where he pays two, Four spaces where he pays three, One space where he pays five, as described above.

Each player also pays two at the start of the game, two after each SCOOP and two after each "collision."

There are five opportunities for a player to collect, namely, four Scoops where a player collects all, and one, as winner of the game where he also collects all.

If a player runs out of counters he may borrow from any of the other players.