



## PREPARATION

Place the Playing Field within reach of all players.

Each player is given one SET of 9 cards and also a set of 6 pegs to be placed on his colored squares. Next, each player draws a "Secret Number" out of the bag, keeping this number undisclosed.

Choose a player to begin the game. This player "Calls the Plays" and is known as the Caller, until his turn ends.

## TO START THE GAME

### "CALLING THE PLAYS"

The Caller begins the game by selecting any NUMBER card from his hand, holding it face down and calling "CARDS DOWN." All other players quickly choose one of their own NUMBER cards and also hold them down trying to match the card laid down by the Caller. The Caller now calls "UP" whereupon all of these cards are turned up for everyone to see.

### MOVING THE PEGS

Regardless of whether or not the Caller's card is matched by one or more of the other players, the Caller advances a peg one space. Advancing means moving the pegs from the colored squares toward the Star Squares. *The peg moved must be the same number as that printed on his card.* Thus; if he turned up a No. 5 card he would move his No. 5 peg one space — a No. 3 card advances No. 3 peg and so on. (Cards are immediately taken back into the hand.)

Only the player acting as the Caller can move his pegs — the other players DO NOT MOVE, but instead try to outguess the Caller by matching the cards he plays. So long as the Caller can out-wit his opponents, he has the great advantage of advancing *his* pegs while other pegs remain idle, except when the Stop and Quickie Cards are brought into play later.

### MATCHING THE CALLER

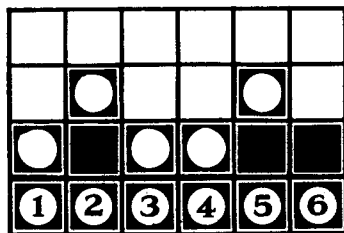
If he is not matched, the Caller continues to "Call the Plays" until he is matched — that is, until some player turns up a card the same number or kind as the Caller's.

### CHANGING THE CALLER

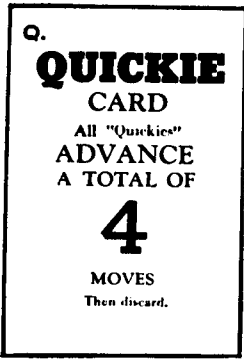
When the Caller *is* matched he surrenders his title and further chance to move to the player on his LEFT. However, before he does that, he is permitted to make "one more move" — to move the peg for the last card he played.

### THE WHITE SQUARES

As the game progresses the pegs advance space by space. When a player has advanced at least TWO of his pegs onto his WHITE SQUARES the Quickie cards and the Stop card may be used anytime thereafter by that player whether he is Caller or not. These cards speed up or retard the movement of the pegs.



EXAMPLE ABOVE: PEGS 2 AND 5 HAVE BEEN ADVANCED INTO WHITE SQUARES



## WHEN AND HOW TO USE "QUICKIE" CARDS

By reading the Quickie card it will be seen that the pegs can move ahead more quickly—FOUR spaces at a time instead of only one. Furthermore, ANY peg may be advanced. Say, one peg FOUR spaces or, two pegs TWO spaces EACH, or, perhaps one peg ONE space and ANOTHER peg THREE spaces etc. so long as the moves add up to four.

When Quickie cards are turned up, *only those players showing them* are permitted to move their pegs—players of number cards do NOT move.

## DISCARDING QUICKIES

*Important!* Quickie cards must be discarded every time they have been played. We'll tell you how to get them back into play later.

## THE "STOP" CARD

The purpose of this card is to try to slow down the progress of the opposing players when they seem to be too far ahead of you. For example: if you turn up a STOP and one or more QUICKIES are also turned up by your opponents, then the players of QUICKIE cards must move BACK a TOTAL of 4 spaces. *Number cards do not move.*

STOP cards are NOT discarded, but are always retained in the hand.

ANY pegs may be selected to retreat but the total moves must equal 4 spaces. If you cannot move back the total of 4 you must forfeit the balance of the move.

## "FREE RIDES" i.e., FREE MOVES

If your opponents all turn up NUMBER cards and you turn up a STOP, then each of the NUMBER cards enjoys a free ride—equal to the number printed on the card they have played.

## REGAINING DISCARDED QUICKIES

If you turn up a STOP card you may also take back one of your discarded QUICKIE cards which may then be replayed by you at any time.

## THE STAR SQUARES



Pegs must remain on the star squares after reaching them until all six squares are occupied.

They are the jumping-off spaces for Wit's End.

No peg may move BEYOND the Star Squares on the turn in which it reaches them. If no other move is possible then the balance of the count is forfeited.



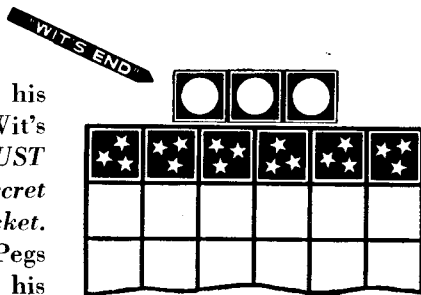
When a player has filled all six Star Squares, he can begin to move his pegs into Wit's End when it's his turn to Call.

The only Cards that *can* move the pegs out of the Star Squares and into Wit's End are the *Number* cards.

*Pegs resting in the Star Squares are not affected by the play of opposing Stop and Quickie Cards.*

### MOVING PEGS ONTO WIT'S END

The player who first moves three of his pegs out of the Star Squares and onto Wit's End, wins the game. *These three Pegs MUST appear IN THE SAME ORDER as the "Secret Number" appears on that player's ticket.* Thus, if his ticket reads 654 — then the Pegs on Wit's End should read 6-5-4 also. If his ticket reads 315 the Pegs should read 3-1-5. These Pegs may reach Wit's End in any order.



In the latter case the No. 5 Peg may reach Wit's End first followed by the No. 3. Some time later the No. 1 Peg arrives completing the number.

*Just be sure to place these pegs in the same order, on arrival, as they appear on the ticket.*

### THE WINNER

The player who first moves out his 3 pegs corresponding to the "secret number" printed on his ticket, **WINS THE GAME!**

### NOTES AND HINTS

The Caller should "call the plays" briskly, just allowing sufficient time for the other players to select their cards.

Do not reveal your ticket number to your opponents by moving only 3 pegs — move one or two other pegs occasionally to throw your opponents off the scent.

Remember that *only the number cards can be played until at least 2 pegs have been moved onto a player's WHITE SQUARES*; after that the QUICKIE and the STOP cards may be played at any time and by that player.

Remember also, *that only the number cards can be used to move the pegs out of the star spaces.* A QUICKIE can move a peg onto a Star Square but not beyond it, even though you must forfeit the balance of the move.

Any questions arising will be gladly and promptly answered upon request by addressing the publishers of this game.

*Parker Brothers Inc.*

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