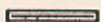


INSTRUCTIONS
FOR
GAME OF
BOOBY-TRAP®



Can Be Played By

1 to 10 Players

All Age Groups

Parker Brothers Inc.



SALEM, MASSACHUSETTS / DES MOINES, IOWA

REGULAR GAME FOR 2 OR MORE PLAYERS

OBJECT OF GAME:

The object of the game is to get as many points as possible. The player with the most points at the end of the game is the winner.

SETTING UP BOARD:

Pull back the spring bar and place the playing pieces with knobs facing up in the front section of the board. Mix the pieces up. Release the spring bar and do not touch it again during the game. The playing pieces are now held under pressure of the spring. The game is ready to begin.

METHOD OF PLAY:

Give a value to each size piece. For example:

Smallest size is 5 points

Medium size 10 points

Large size 20 points

(Or 1, 2, and 3 if you prefer).

One person begins and the other players rotate in turn.

At each turn the player is allowed to touch one piece only.

After touching the piece, if he decides not to take it, he announces "I pass" and the next player goes. If he decides to take the piece and is successful, he keeps it, and the next player goes.

If he decides to take it and is not successful, he is penalized according to the rules and the next player goes.

Play is continued in this manner until there are as many playing pieces left on the board as there are players playing. For example: if five players are playing, the game proceeds until there are five pieces left on the board.

Each player then totals his points, deducts his penalties and the player with the most points wins.

RULES AND PENALTIES:

If after touching a piece the player decides that he will take the piece, he must remove it without causing the spring bar to move.

The side of the playing board has scale markings $\frac{1}{4}$ inch apart. If the spring bar moves less than one marking ($\frac{1}{4}$ inch), it is a safe play without penalty.

If the spring bar moves one or more markings, then the player is penalized the value of the largest size piece; and the piece that caused the penalty is placed in a discard pile along with any other pieces that may have jumped out of the board or been pushed up on end.

RULES FOR PASSING:

A player can pass as many times as he wants to as long as each person playing has not already passed twice in succession.

If everyone playing has passed twice in succession, then on the third turn the player must pick, even though he will positively cause the spring bar to move. For example: In a game with 3 players

Game #1

1st turn

Player A — I pass

Player B — I pass

Player C — I pass

2nd turn

Player A — 1 pass
Player B — 1 pass
Player C — 1 pass

3rd turn

Player A must pick

Player A must pick because *all* players have passed twice in succession.

Game #2

1st turn

Player A — 1 pass
Player B — 1 pass
Player C — 1 pass

2nd turn

Player A — 1 pass
Player B — picks
Player C — 1 pass

3rd turn

Player A — Can pass if he wishes

Any player can again pass because *all* players have not passed twice in succession.

WHY A PLAYER PASSES:

If you study the set up board carefully, you will see that the spring bar is not holding all the pieces tightly. Some pieces are completely loose. Others although touching each other are not under spring pressure and can be lifted out without releasing the spring bar.

These loose playing pieces can only be found by carefully feeling the tension on the piece. If the piece is being held tightly under tension, it is best to pass and try another piece next turn.

HOW TO DEVELOP SKILL:

When the spring bar is released the following happens. Architectural stress arches and stress patterns are formed. Skill comes in being able to recognize and trace these patterns.

RULES FOR SOLITAIRE BOOBY-TRAP®

Set up the board as in regular game.
Object of game is to remove all pieces except one, only tripping the spring bar up to three times.

VARIATIONS OF BOOBY-TRAP® WITH 2 OR MORE PLAYERS:

The board is set up in regular way and players rotate in same manner as standard game except as follows:

All small size playing pieces must be removed first.

Next all medium size pieces must be removed and lastly all large sizes are removed until all pieces are removed except one piece for each person playing.

Game is scored as in standard game. Penalties are the same.

ANOTHER VARIATION:

All rules are the same as regular game except no passes are allowed.