

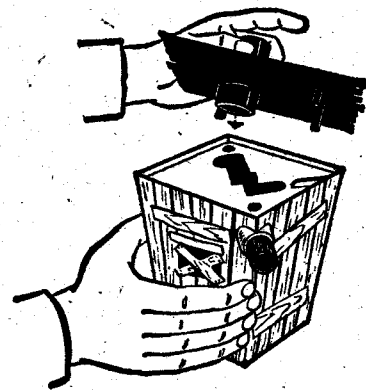
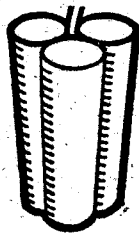
# DYNAMITE SHACK An easy to

All you have to do is put your bundles of dynamite sticks down the chimney of the Shack. It sounds easy — but there's a catch! One problem is, you must use the clumsy "thumbs" to pick up the sticks. The other trick is, the Shack is ticking away like a time bomb, and at any moment, "POP" — off comes the roof. The player who gets caught must take back all the sticks put in by the other players. The player who gets rid of all his sticks first is the winner.

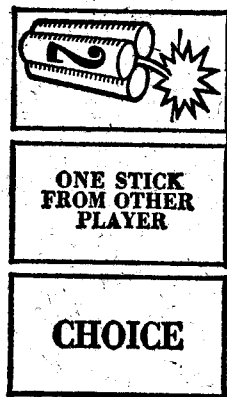
## SETTING UP THE GAME

**THE SHACK** — Place the shack in the center of the playing area with the roof on, as shown below.

**DYNAMITE STICKS:** Carefully twist and remove the sticks from the runner. Players take three sticks of each color and stand them up in front of them.



**PLAYING CARDS:** Shuffle and deal 24 cards evenly among the players. Each player piles his cards, printed side down, in front of him. There are 3 types of cards as shown and explained below.

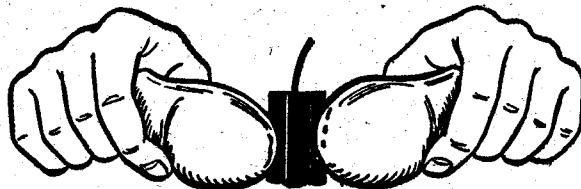
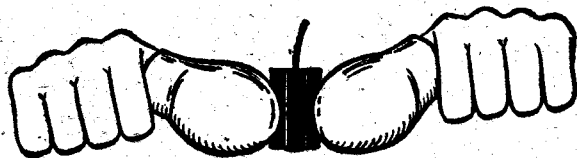


Players place the number and color of sticks shown into the chimney of the Shack.

Players place ONE of opponent's sticks (any opponent — any color) into the chimney of the Shack.

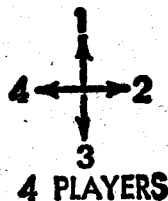
Players place the number of sticks shown, of any color, into the chimney of the Shack.

**THUMBS:** Players use the large plastic thumbs to pick up and place the dynamite sticks into the chimney of the Shack. The thumbs may be held in either of the two ways shown below.



## play — fast action game for 2, 3, or 4 Players

There are 2 sets of thumbs. When 3 or 4 play, thumbs are passed from player to player during game as shown below. If only 2 play, it is not necessary to pass the thumbs.



### PLAYING THE GAME

1. Players decide who will go first. Players ONE and TWO take two thumbs each.
  2. Each player turns over the top card on his pile.
  3. Player ONE winds the knob on the shack clockwise, until it stops. (The Shack is NOT rewound again until the roof pops off).
  4. As soon as the Shack starts ticking, player ONE places dynamite sticks, as shown on the card he turned over, into the chimney of the Shack.
  5. As soon as Player ONE places the last stick on his turn into the chimney of the Shack, it immediately becomes Player TWO's turn to pick up and place dynamite sticks into the chimney of the Shack.
  6. Player ONE passes his thumbs and turns over another card on his pile, ready for his next turn.
  7. Play continues, clockwise, each player in turn placing dynamite sticks into the chimney of the Shack, until the roof pops off.
  8. Whenever the roof pops off, the player whose turn it is at that time, must pick up the Shack and take all the sticks under it and add them to his supply.
- NOTE:** If the roof pops off immediately after a player drops his last stick on that turn into the chimney of the Shack, the next player in turn gets "stuck" with the sticks in the Shack.
9. After the roof pops, it is placed back onto the Shack. The player who was stuck rewinds the knob and begins the next round.
  10. The cards should be shuffled and dealt again at the start of every THIRD ROUND.
  11. If a player turns over a card for a color of dynamite that he is out of, he must take the correct color and amount from another player.
  12. Play continues in rounds, until one player places the last of his sticks into the Shack. This Player WINS THE GAME.