

GRAB A LOOP

For 3 through 6 players

players left in the "ARENA," they may agree to give up and return to their goals.

8. When a player has at least one foot on a goal, he is safe, and opposing players MAY NOT capture his Loops. Once a player has returned to his Goal, he may not go out into the "ARENA" again to participate in that same round.

9. When all players have returned to their Goal Pads, the round ends. Players place the Loops they have captured down near their Goals and prepare for round 2.

10. To play round 2, player #2 selects a color (other than the color previously called) and calls it out. The play resumes as in round 1.

11. The game progresses, each player in order calling a color, until ALL SIX COLORS have been called. When all six rounds have been played, the game ends.

POINTS ARE SCORED AS FOLLOWS:

- A. For each LOOP CAPTURED — 10 POINTS.
- B. For each UNCAPTURED LOOP (on your belt) — 5 POINTS.
- 12. The player scoring the most points WINS THE GAME.

SPECIAL RULES

1. GRABBING THE WRONG COLORED LOOP — If a player grabs a Loop from an opposing player, WHICH IS NOT THE COLOR FOR THAT ROUND, he must return it to that opponent. The opponent replaces it in his belt. As a penalty, the player in error must give his opponent one of the Loops he has previously captured. If he does not have any Loops, at the end of the game, 10 points are deducted from his score and added to that opponents' score.

2. DROPPED LOOPS — If after the end of a round, there are Loops on the floor, either from a player grabbing the wrong color and dropping it unnoticed, or by being knocked off a player's belt, the Loops are simply returned to the owner, who replaces them in his belt.

3. Each player chooses a number, takes the Belt containing the matching number Loops and fastens it securely around his waist. Space the Loops on the belt as follows: 2 in front, 2 in back, 1 on each side. Note: If there are three players, use Loop sets 1 through 3. If there are 4 players, use sets 1 through 4, etc.

4. Carefully tear apart the Goal Pads. Each player takes the Pad matching his number. The players place their Pads down on the floor or ground spaced evenly to form the largest circle in the space available.

The center of the circle is called the playing "ARENA".

RULES

OBJECT OF THE GAME:

Score points by grabbing colored loops from opposing players' belts while trying to prevent them from grabbing yours.

1. At the start, the players place one foot on their Goal Pads. Note: It is suggested that shoes be removed.

2. Player #1 starts the game. He chooses one of the Loop COLORS and calls it out.

3. Immediately, all the players advance to the center of the "ARENA" and attempt to grab as many of the loops of THAT COLOR from their opponents as possible. At the same time, they should be alert to try to prevent other players from grabbing their Loops. Note: To grab a Loop from the belt— simply pull it straight so that it pops out of the holder.

4. Players may use any body motion to prevent an opposing player from capturing their Loops; but, they MAY NOT use their hands to push or hold opposing players.

5. Players MAY NOT go outside the "Arena" in order to avoid an opposing player from grabbing their Loops.

6. Players MAY NOT hold onto their own Loops or cover them in any way to prevent other players from grabbing them.

7. The players must remain in the "ARENA" until they have either: A. captured at least 1 Loop from an opposing player B. until there are no longer any Loops of their chosen color remaining that can be captured. At that time they may return to their goals where they are safe. Note: If there are only two

A fast moving game that can be played indoors or outdoors. Players attempt to grab colored loops from their opponents while trying not to loose their own. Grab A Loop is the ideal ice breaker for your next party.

TO SET UP THE GAME:

1. Carefully twist and remove the Loop Holders from their runners. Thread 6 Holders onto Each of the 6 Plastic Belts (as shown in diagram #1) so that the round holes are facing out.

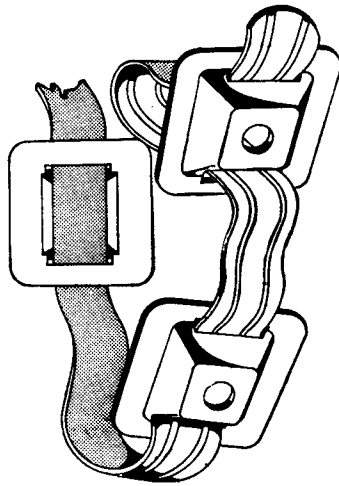


DIAGRAM #1

2. Carefully twist and remove all the Loops from the plastic runners. The Loops are numbered (1 through 6) forming sets of Different colored Loops. Example: set #1 should contain 1 each of the red, yellow, green, blue, white and black Loops, all having the #1 imprinted in the Loop. Snap each set into the Loop Holders on one of the Plastic Belts as shown in diagram #2.

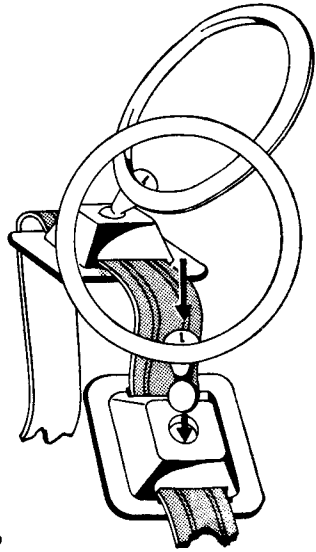


DIAGRAM #2