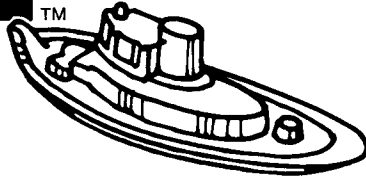


TUG BOAT

Ages 7-14 2 Players



OBJECT

To be the first player to barge his cargo of barrels to both his "Finish" docks at opposite ends of the "harbor", using the tugboat to push the barges.

EQUIPMENT

The Tugboat Playing Device with Built-In Timer, 2 Metal Balls (1 is a spare), a Tugboat, 2 Barges, 4 Red Barrels and 4 Yellow Barrels, a Lighthouse and White Channel Markers.

PREPARATION

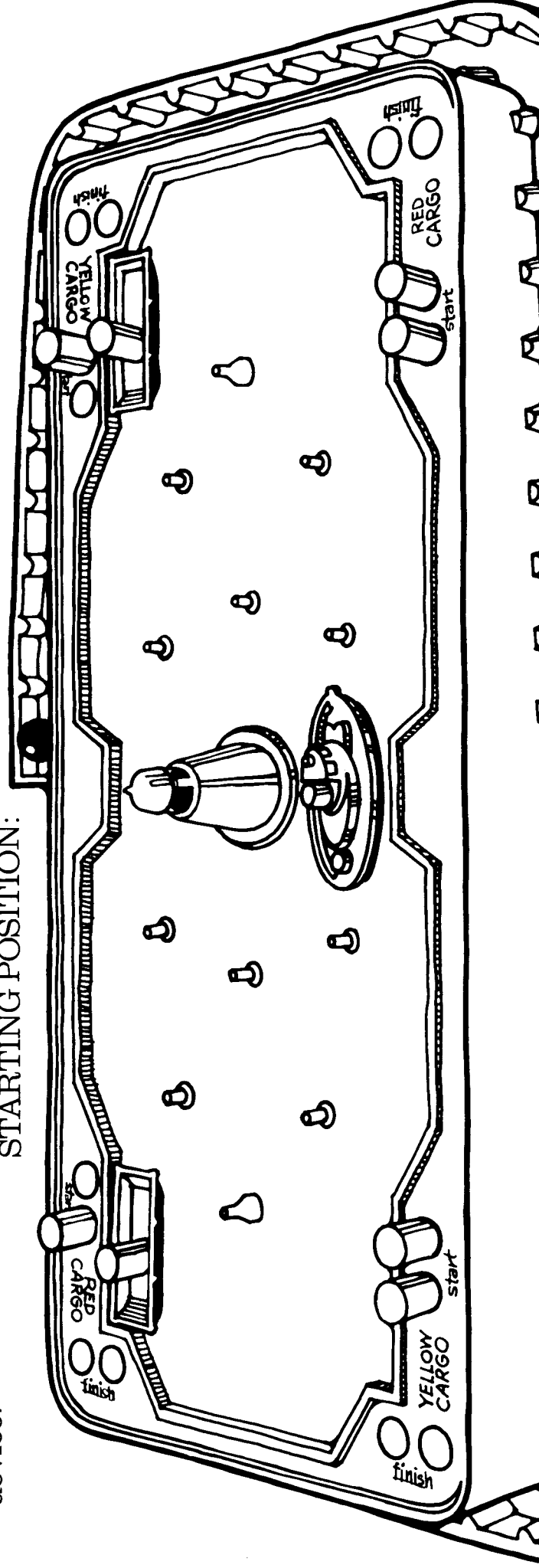
Turn the playing device upside down and place a "D" size flashlight battery in the battery holder. Keep it in place by putting a rubber band across the battery and looping it around the two plastic prongs on either side. Now turn the device right side up and place the lighthouse in the ring in the center of the playing surface. Press the white channel markers into the holes at each end of the playing surface.

Place two red barrels on both dock areas marked "Red Cargo Start" and two yellow barrels on both dock areas marked "Yellow Cargo Start". Set one barge against the "Red Cargo" dock and the other against the "Yellow Cargo" dock located at the opposite end of the playing surface. Set one barrel on each barge. Place the tugboat in the position shown in the diagram.

PLAY

The players sit at opposite ends of the device and use the barge in front of them throughout the game. A player is selected to go first. He places the metal ball in the position as shown in the diagram, and just before he begins his turn, he gently taps the ball so that it starts down the ramp surrounding the playing device.

STARTING POSITION:



Each player must try to transfer his four barrels, ONE AT A TIME, from his "Start" dock to his "Finish" dock which is located at the opposite end of the playing surface. A player moves his barge by pushing it across the playing surface with the tugboat.

A player's turn continues until 1.) his barge or tugboat hits a buoy and sets off the alarm, or 2.) the metal ball reaches the bottom of the ramp. When either of these occurs, the player stops immediately and the other player takes over for his turn, starting with the barges and tugboat in the exact position they were in at the end of the previous player's turn. The tugboat is NEVER lifted off the playing surface and moved to a new location.

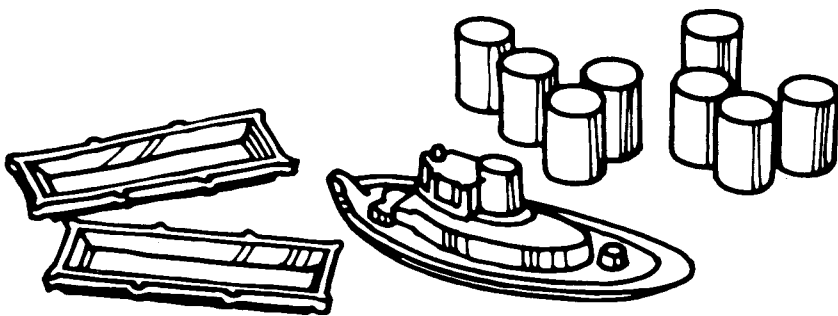
Once a player delivers a barrel to his "Finish" dock, he must immediately put a barrel from the "Start" space on his barge and push it back to his "Finish" space at the opposite end of the playing surface.

Beginners may wish to limit the number of barrels used in the game. Start by transferring one barrel from each dock and as you gain skill add more.

WINNING THE GAME

The winner is the first player to transfer his four barrels from his "Start" to "Finish" docks.

We will be glad to answer inquiries concerning these rules.
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 A PARKER
GAME