

Rules for Playing

The  
GAME

of

SCOOP

Reg. U. S. Patent Office

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*Parker Brothers Inc.*

SALEM, MASS., NEW YORK, LONDON

# RULES FOR PLAYING

# SCOOP

Reg. U. S. Patent Office

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**PARKER BROTHERS, Inc.**

Salem, Mass., New York and London

## SCOOP is for Two, Three, or Four Players

When two play, sit opposite; when three play, leave one side of the board vacant; when four play, use all four sides of the board.

In this game players use the one die which is thrown from the hand onto the board and the movement of the pieces is governed accordingly.

Each player then takes twenty counters supplied with the game, or you may use beans, peas, buttons or anything that may be used as counters.

Each player then selects one moving piece and places it on the starting point of the same color.

**The object of each player** is to play his piece from the starting point around the board to the finish which must be reached by exact throw of the die.

In the play, pieces are moved according to the number as indicated by the throw of the die.

**To start the game** each player, in turn, throws the die. The player throwing the highest number starts the game.

**We are now ready to go.** Each player now puts into the Pool (center of the board) two of his counters. The first player then throws the die and moves his piece forward to the right in the direction of the arrow as many spaces as indicated. Players move in turn, the play always passing to the right.

On the first play should a player throw a one, a two or a three, he moves forward one, two or three spaces respectively; should he throw a four, he moves his piece forward four spaces, landing on the space marked "Pay 1" and this player pays one counter into the Pool. Should he throw a five, and land on the space marked "Pay 2", he pays two counters into the Pool. If he throws six and lands on the space marked "Pay 3", he pays three counters into the Pool. In other words, he simply follows the instructions as they appear on the board.

It is now the next player's turn to throw the die, and he moves HIS piece forward as many spaces as indicated.

Any player at any time landing on spaces marked "Pay 1", "Pay 2", "Pay 3", "Pay 4", "Pay 5", must pay into the Pool as many counters as indicated.

When a player by exact throw lands on a space occupied by an opposing piece, this is called a "collision," and all the players must put two counters into the Pool.

Any player landing on the space marked "Scoop All" by exact throw takes all the counters from the Pool — there are four of these spaces. After this is done, all players, including the winner, put two counters into the Pool.

Should a player land on any of the spaces marked "Scoop All" which is already occupied by an opposing piece, he too, takes from the Pool all of the counters therein, and as before all players, including the winner, must put two counters into the Pool.

The player who first reaches the finish space in the center of the board, by exact throw, wins and takes all the counters remaining therein.

NOTE: There are several spaces where a player is obliged to pay into the Pool: Four spaces where he pays one; Four spaces where he pays two; Four spaces where he pays three; One space where he pays five, as described above.

Each player also pays two at the start of the game, two after each "Scoop All" and two after each "collision."

There are five opportunities for a player to collect; namely, four "Scoop Alls" where a player collects all, and one, as winner of the game, where he also collects all.

If a player runs out of counters he may borrow from any of the other players.