

Nine cubes... five have a bead inside—but which ones? Take turns as you each try to pick just the ones with a bead. The more you risk, the more you score—so will you quit after one... or two... or push your luck and Shoot the Moon?

OBJECT: To be the first player to reach 50 points by picking cubes with beads inside.

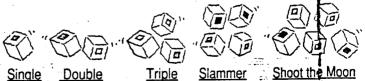
PLAYING THE GAME:

- Sit opposite one another. Your opponent removes the frame and rolls all 9 cubes. You pick first.
- The black cube and one cube of each colored pair contain a bead.
- You may lean left and right to peek at the cubes, but may not stand to get a better look.
 - Pick a cube. If it contains a bead, you may stop and earn 1
 point... or you may keep going. If you pick a second beaded cube,
 your turn total is 4 points, and so on. (See Scoring.) Never reveal
 what color cubes you've picked!
- Your turn ends as soon as you pick a cube without a bead or when you choose to stop. Your opponent then picks.
- When you pick a cube without a bead, you forfeit all points for that turn. Put the forfeited cubes into the frame, face down, out of play.
- Each round ends when all 5 beaded cubes have been found. The player with the higher total score throws all 9 cubes and the lower-scored player picks first.

SCORING:

- Write down your score after each turn.
- You score points for the beaded cubes you collected on *each* successful turn. The first player to reach 50 points wins. If at the end of the final round you have both passed 50, the higher score wins.

Number of Beaded Cubes per Turn:



Points: 1 4 9 16 50—WIN!



SHOOTERS is a trademark of Tonka Corporation for its beaded-dice game. Made in China. We will be happy to hear your questions or comments about this game. Write to: Consumer Relations. Parker Brothers. P.O. Box 1012, Beverly, MA 01915.

