THE PARKER ELECTRONIC GAME SYSTEM

15 exciting games with ELECTRONIC sound.

P.E.G.S.

For 2 Players Ages 7 to 14

PARKER BROTHERS

EQUIPMENT

One unit with two playing surfaces; 40 **orange** pegs; 16 **yellow** markers; and one shield.

SET UP

1. Turn the unit over and install a 9-volt battery.

2. Place half the pegs (orange) and half the markers (yellow) into each of the storage areas at the base of the unit.

3. Slide the shield onto the top of the unit.

THE SYSTEM

P.E.G.S. is not merely a single game. P.E.G.S. is many games that are all played on one basic system. Before learning the games, let's take a look at the system — the playing unit.

Look at FIGURE 1. You'll see a **grid** that's made up of six rows and six columns. The rows are lettered A through F; the columns are numbered 1 through 6. The point where a row meets a column is called a **location**. On the grid are 36 locations, divided into four equal **squares**. In FIGURE 1 the location B3 is darkened.

```
    1  2  3   4  5  6
A   O  O  O | O  O  O
B   O  O  ● | O  O  O
C   O  O  O | O  O  O
    ----------------
D   O  O  O | O  O  O
E   O  O  O | O  O  O
F   O  O  O | O  O  O
(1)
```

On the opposite side of this grid is a second grid (FIGURE 2), also divided into four equal squares. As you can see, this second grid is set up differently: the columns' numbers are reversed. The unit is designed this way in order to make game play easier and faster.

To see how easy it is, follow these three examples:

a) Place a peg (orange) into B3 on one grid. (Push the long, narrow part of the peg into the location. Be sure to push it in **all the way**.) Then place another peg into B3 on the other grid. The second peg sounds an alarm. The alarm tells you that this location is already **occupied** on the other grid. The alarm occurs because the two "B3" locations are wired together. Look closely and you'll see that they lie directly opposite each other.

```
    6  5  4   3  2  1
A   O  O  O | O  O  O
B   O  O  O | ●  O  O
C   O  O  O | O  O  O
    ----------------
D   O  O  O | O  O  O
E   O  O  O | O  O  O
F   O  O  O | O  O  O
(2)
```

b) Now remove one of the pegs and place it into a location that's **adjacent** to B3. "Adjacent" means "next to." FIGURE 3 shows all the locations that are adjacent to B3. No alarm sounds. This tells you that the location you've chosen is not occupied on the other grid.

c) Remove the peg that you just placed, but leave the other peg in place at B3. Now place a marker (yellow) into B3 on the empty grid. No alarm sounds. **A marker never sounds an alarm.** Look closely and you'll see why. The markers (yellow) are shorter than the pegs (orange) and therefore cannot reach the circuit at the bottom of the location.

```
    6  5  4   3  2  1
A   O  O  ⊗ | ⊗  ⊗  O
B   O  O  ⊗ | ●  ⊗  O
C   O  O  ⊗ | ⊗  ⊗  O
    ----------------
D   O  O  O | O  O  O
E   O  O  O | O  O  O
F   O  O  O | O  O  O
(3)
```

Each player plays on one grid. During a game, a player may not look at the opponent's grid.

THE GAMES

In this booklet are complete rules for the following 15 games. **Before trying to play a game, read its rules thoroughly.**

These are only some of the games that you can play with P.E.G.S. For a greater challenge and even more fun, invent games of your own. Experiment. Use your imagination. Try new setups, different themes, unusual strategies. As you play, you'll discover that P.E.G.S. is almost limitless in its variety.

IMPORTANT

1. The grids' locations are designed to hold **only** the pegs and markers that come with the game. Therefore, **do not try to fit pencils, pens or other foreign objects into the locations.** Although you could not harm yourself by doing so, you could do permanent damage to the playing unit.

2. When placing a peg or a marker onto your grid, you may want to hold the unit steady with your other hand. If so, hold onto the storage area and **not** onto the shield.

3. When inserting a peg, be sure to push it in all the way. If it's not fully inserted, a peg will fail to make the proper connection and will adversely affect the play of the game.

BEGINNER LEVEL

1. FREE-FOR-ALL

OBJECT
To end up with more pegs on the grid than your opponent. To win this game, you must sound **fewer** alarms than your opponent does.

PLAYING
1. Take turns adding pegs. **Remember:** The pegs are orange.

a) On each turn you may add only one peg.

b) You may place a peg into any empty location on your grid.

2. a) If a peg that you add **does not** sound an alarm, leave it in.

b) If a peg that you add **does** sound an alarm, remove it from your grid at once.
Whether or not your peg sounds an alarm, your turn ends.

3. Continue to play until the two of you sound four alarms **in a row** — that is, two alarms for each of you.

EXAMPLE: Let's say that three turns in a row sound alarms — that is, two alarms for one player and one for the other. If the fourth turn does not sound an alarm, start counting again from 1.

WINNING
After four alarms in a row ends the game, count the pegs on your own grid. The player who has placed more pegs is the winner.

2. MAD DASH

In this game you do not add pegs; you move them from the left-hand side of your grid to the right. Each time you move a peg you try not to sound an alarm.

OBJECT
To be the first to move all five of your pegs into the lower right-hand square.

SET UP
Each player places five pegs, in any pattern, into the lower left-hand square.

PLAYING
1. Take turns moving pegs into the lower right-hand square. On each turn you may move only one peg.

a) If a peg that you move **does not** sound an alarm, leave it in.

b) If a peg that you move **does** sound an alarm, return it at once to its **previous** location.

2. You may not move a peg into either of the two upper squares.

3. Four alarms in a row **does not** stop the game.

WINNING
The winner is the first to move all five pegs into the lower right-hand square.

3. TIC TAC TWO

OBJECT
To be the first to form a straight, 3-peg line in **each** of your two **bottom** squares. In this game, too, you try not to sound alarms.

PLAYING
1. Take turns adding one peg at a time into either of your two bottom squares.

   a) If a peg that you add **does not** sound an alarm, leave it in.

   b) If a peg that you add **does** sound an alarm, remove it from your grid at once.

2. Your two lines may be horizontal, vertical or diagonal and may run in different directions. (Figure 1.)

3. Each of your lines must be in its **own** square. A line may **not** cross over the center strip between the two bottom squares. (Figure 2.)

4. You do not have to complete one line before starting the other.

5. The game ends if four alarms in a row are sounded before either player has finished.

WINNING
The winner is the first to form a straight, 3-peg line in each of the two bottom squares.

In case four alarms in a row stops the game:

   a) If each player has formed one line, the winner is the one who has placed more pegs.

   b) If only one player has formed a line, that player wins.

   c) If neither player has formed a line, there is no winner. Start a new game.

```
    1 2 3  4 5 6
A   O O O | O O O
B   O O O | O O O
C   O O O | O O O
   ─────────────
D   O O ● | O O ●
E   O ● O | O O ●
F   ● O O | O O ●
(1)     CORRECT
```

```
    6 5 4  3 2 1
A   O O O | O O O
B   O O O | O O O
C   O O O | O O O
   ─────────────
D   O O O | ● O ●
E   O O ● | O O ●
F   O ● O | O O ●
(2)     INCORRECT
```

4. BORDER PATROL

OBJECT
To be the first to score 16 points.

Only the border locations are used in this game. The border locations are the 20 outside locations on each grid. (Figures 1 and 2.)

SET UP
1. Take turns placing a peg into any of the border locations until each of you has placed 7 pegs. These 7 pegs are the only ones that each player uses in this game.

   a) If a peg that you place **does not** sound an alarm, leave it in.

   b) If a peg that you place **does** sound an alarm, remove it at once and place it into any other empty border location. If necessary, continue to move that peg until it does not sound an alarm.

2. To keep score in this game you'll need a pencil and a piece of paper.

6

PLAYING

In the previous games an alarm always signalled a penalty. In this game an alarm might earn you a point or lose you a point. Whether an alarm is good or bad often depends on your strategy.

1. On your turn move a peg 1, 2 or 3 locations in a clockwise direction.

    a) If you move 2 or 3 locations, **do not peg** into empty locations that you skip.

    EXAMPLE: Look at FIGURE 3. The peg at A4 is one of the pegs that you could move. You could move this peg to A5, A6 or B6. If you decided to move to B6, you would **not** peg into A5 or A6 along the way.

    b) You may jump over 1 or 2 of your own pegs. Each peg that you jump counts as a location.

    EXAMPLE: Look at FIGURE 3. On your turn you could jump from C6 to E6 or from D1 to A1. You could not, however, jump from E1 to A1.

2. **ENDING YOUR TURN.** If a peg that you move **does not** sound an alarm, leave it in and end your turn. You do not score.

3. **SCORING.** If a peg that you move **does** sound an alarm, move it again — 1, 2 or 3 locations in a clockwise direction. Each time you sound an alarm, move the same peg again. When you fail to sound an alarm, your turn ends. You score 1 point for each alarm that you sounded during your turn.

4. **PENALTY.** If a peg that you move sounds an alarm, but the next three locations are filled with your own pegs, do not move in the regular manner. Instead, move that peg to **any** empty border location and continue to move that peg until you fail to sound an alarm. **Subtract** one point from your score for **each** alarm that you sounded during this **entire** turn. At no time may your score fall below zero.

    EXAMPLE: Look at FIGURE 4. Let's say that you move from F3 to F2, sounding an alarm. You must then jump from F2 to E1. At E1 you sound another alarm. But the next three locations are filled with your own pegs. So you decide to move to F5. At F5 you sound another alarm and, in search of a safe location, decide to move to A3. At A3 you do not sound an alarm and thus end your turn. During this turn you sounded a total of 3 alarms. You therefore must subtract 3 points from the score you had when you began this turn. As you can see, a better strategy would have been to move, at the start of this turn, from B1, A4 or C6.

WINNING

The first player to score 16 points is the winner.

(1)

(2)

(3)

(4)

7

5. X-RAYS

In this game you're a detective looking for a stolen necklace. On the necklace are five large diamonds. After much searching, you've finally traced the necklace to a warehouse. In the warehouse is a large wooden crate. You open the crate only to find that it's filled with coffee beans. To look through the crate by hand would take too much time. You therefore use x-rays to help you locate the necklace.

OBJECT
To be the first to find the stolen necklace by placing 5 **markers** on your grid. Each marker represents an x-ray picture of a diamond. To place a marker, you must sound an alarm.

SET UP
Each of you creates a necklace of 5 **pegs** on the left-hand side of your grid. Each peg represents a diamond; each empty location represents a coffee bean.

  a) Your necklace may be any shape; but **each** of the diamonds must be **adjacent** to **at least one** other diamond.

  b) You may hide your necklace either in one square or in both. (See the Examples.)

PLAYING
During the game you may not move any of the diamonds in your necklace.

1. Take turns placing pegs (from the storage area) into the right-hand squares. On each turn you may place only one peg. Each peg represents an x-ray picture that you're taking.

  a) If a peg that you place **does not** sound an alarm, leave it in. By doing this, you won't waste time by taking another x-ray picture of the same location.

  b) If a peg that you place **does** sound an alarm, replace it at once with a marker. The marker represents a diamond that you've found. **Remember:** The pegs are orange and the markers are yellow.

2. Continue to play until one of you has placed 5 markers.

WINNING
The winner is the first to place 5 markers, thus finding the stolen necklace.

EXAMPLES:

CORRECT

CORRECT

INCORRECT:
NOT ADJACENT

OBJECT

To occupy your opponent's two command head-quarters at the same time. This is a war game that's played with mines and tanks. In order to win, you'll have to move two of your tanks safely through your opponent's hidden minefield. With luck and strategy you can avoid landing on mines and being hit by enemy tanks.

SET UP

a) Each player creates 4 mines. To create a mine, place a marker onto a peg. Remember: The markers are yellow and the pegs are orange.

b) **Player 1.** Place 2 mines anywhere in row B and 2 anywhere in row C. Then place 6 tanks (pegs) in row A and 4 in the remaining locations in row B. Your command headquarters are at A3 and A4.

c) **Player 2.** Place 2 mines anywhere in row D and 2 anywhere in row E. Then place 6 tanks in row F and 4 in the remaining locations in row E. Your command headquarters are at F3 and F4.

PLAYING

At no time during the game may either of you move a mine.

1. Take turns moving a tank.

a) To move a tank, place it into an **adjacent** location that's empty.

b) You may move a tank in **any** direction.

EXAMPLE: Look at Figure 1. If you wanted to move the tank (●) at B3, you could move it only to A2 or C2. These are the only adjacent locations that are empty. Each of the other adjacent locations is occupied either by a tank or a mine (**X**).

2. If a tank that you move **does not** sound an alarm, you may either:

a) stop your turn; or

b) move the **same** tank again. You may move it **only** in the same direction and **only** into the adjacent location, if it's empty.

In this manner you may continue to move the same tank until: you choose to stop; you sound an alarm; or you reach the edge of the grid.

EXAMPLE: Look at FIGURE 2. The tank that started from B3 moved first to C2 and then, on the same turn, to D1. Because D1 is at the edge of the grid, this player's turn now ends.

3. If a tank that you move **does** sound an alarm, announce its location. Your opponent then tells you whether your tank landed on a mine or hit one of his or her tanks.

(1)

(2)

9
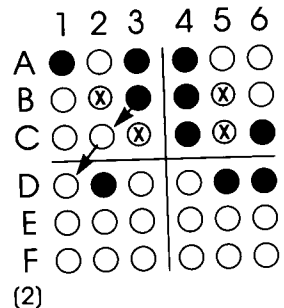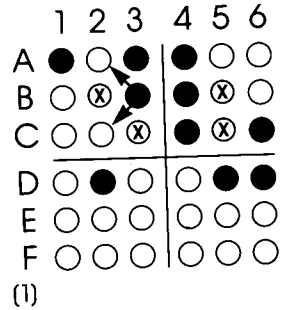
a) If your tank landed on a mine, your tank is de-stroyed. You must remove it from your grid at once. Then replace the destroyed tank with a marker. Why? So you won't hit it again. As you know, a mine can't be moved. The marker, therefore, will help you to remember the mine's location.

b) If your tank hits an enemy tank, the enemy tank is destroyed. Your opponent must remove it at once, but does **not** replace it with a marker.

Your opponent now knows the exact location of your tank. Therefore, to keep it from being attacked, you may hide its location before your opponent moves. You may hide your tank's location in one of two ways. If you wish, you may move it **back** to its **previous** location. Otherwise, you may simply lift it off the grid and then return it to its **current** location. Your opponent has no way of knowing which of the two locations you're choosing. In this way you can keep your tank's location a secret.

4. You must announce when you have only one tank left on your grid.

WINNING
The winner is the first to occupy the opponent's two command headquarters at the same time.

If both of you are reduced to only one tank, the skirmish ends in a draw.

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2. CHAIN GANG

In the old days, small groups of prisoners were chained together for difficult outdoor work. Sometimes they escaped. Because of the chains, however, they couldn't travel very fast and were usually captured quickly by troopers.

OBJECT
In this game one player plays a chain gang that's trying to escape from troopers. Sooner or later the chain gang is captured. The two players then change sides. The one to capture the other's chain gang with the **fewer** troopers is the winner.

SET UP
Player 1 places pegs into any 3 of the 4 central locations (C3, C4, D3 and D4). These three pegs are the chain gang and **must remain connected — in any pattern —** at all times.

PLAYING
1. **Player 2** places a peg into one of the four central locations. This peg is a trooper.

   a) If the trooper sounds an alarm, **Player 2** leaves it in and announces its location. **Player 1** must then move the prisoner under attack to an **adjacent** location that is "safe"—that does not sound an alarm.

b) If the trooper **does not** sound an alarm, **Player 1** moves **any** prisoner to an **adjacent** location that is "safe."

If **Player 1** sounds an alarm when moving a prisoner, he or she must continue to move that prisoner until a "safe" adjacent location is found. **Remember: The chain gang must remain connected at all times.**

2. a) **Player 2** adds troopers, one at a time, trying each time to sound an alarm. **Each additional trooper must be adjacent to any one that's already on the grid.** Once a trooper is on the grid, it is not moved or removed.

b) Each time that **Player 2** adds a trooper, **Player 1** must move a prisoner to an **adjacent** location that is "safe."

3. The game ends when:
a) **Player 1** cannot move a prisoner without sounding an alarm; or
b) **Player 1** is no longer able to keep the chain gang connected.

SCORING
Player 2's score is the number of troopers that he or she needed to capture the chain gang.
The two players then change sides.

WINNING
The player to capture the opponent's chain gang with the fewer troopers is the winner.

3. LEAP FROG

OBJECT
To be the first to get 5 pegs into your target square. In this game you may move a peg or jump with it. Either way, you try not to sound an alarm.

SET UP
a) **Player 1.** Place 6 pegs into the lower left-hand square as shown in FIGURE 1. Your **target square** is the upper right.
b) **Player 2.** Place 6 pegs into the upper left-hand square as shown in FIGURE 2. Your **target square** is the lower right.
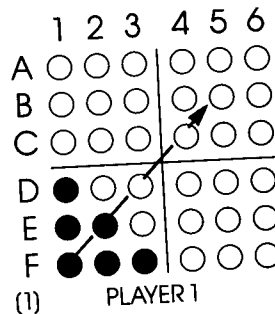
PLAYING
On a single turn you may change a peg's location in **one** of these two ways:
1. You may **move** a peg into any **adjacent** location that's empty.
a) If the peg that you move **does not** sound an alarm, leave it in and end your turn.
b) If the peg that you move **does** sound an alarm, first replace it with a marker; then move the peg **back** to its **previous** location and end your turn.

(1)   PLAYER 1

11

2. You may **jump** over **one** adjacent peg or **one** adjacent marker in any direction.

    a) In this way you may jump **any number of times** on a single turn.

    b) On a multiple jump you may change directions.

    c) On a multiple jump you must peg into **each** empty location along the way. If your peg sounds an alarm, first replace it with a marker; then move it **back** to its **previous** location and end your turn.

EXAMPLE: Look at FIGURE 3. **On one turn** you could jump the peg at F1 over the peg at E2 and then — if no alarm sounded at D3 — over the marker at C3. At B3, however, your turn would end. You could not now jump this peg to B6. You may jump a peg only over **one** adjacent peg or **one** adjacent marker at a time.

WINNING

The first player to get 5 pegs into his or her target square is the winner.

If, because of markers, neither player can move 5 pegs into the target square, the game ends. If this happens, the winner is the player with more pegs in his or her target square.

(2)   PLAYER 2


(3)

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4. BATTLE OF THE BLOBS
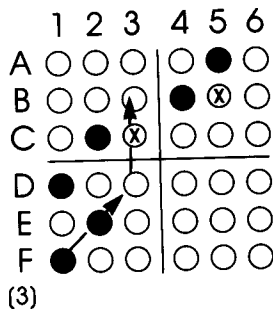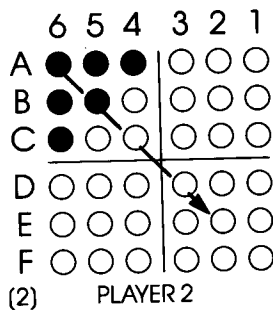
OBJECT

First you and your opponent each create a 7-peg blob. Then, by expanding your own blob and sounding alarms, you try to wipe out your opponent's blob.
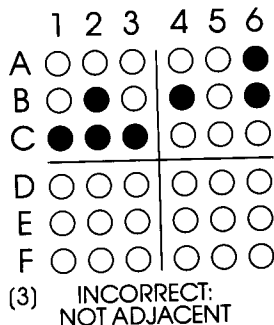
SET UP

Each of you creates a 7-peg blob. To do this, one of you places 7 pegs anywhere in the upper two squares. Your opponent places 7 pegs anywhere in the lower two squares. **Each of your 7 pegs must be adjacent to at least one other peg in your own blob.**

EXAMPLES:

(1)   CORRECT

(2)   CORRECT

(3)   INCORRECT: NOT ADJACENT
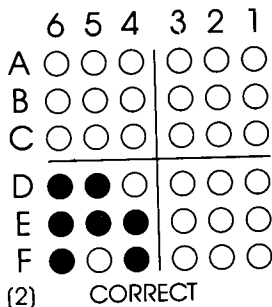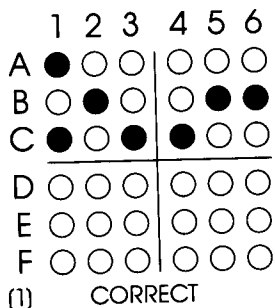
PLAYING

1. Take turns adding one peg at a time. Each peg that you add must be adjacent to at least one peg that you've already placed.

2. a) If a peg that you add **does not** sound an alarm, leave it in.

   b) If a peg that you add **does** sound an alarm, leave it in and announce its location. Your opponent must then remove both the **corresponding** peg and all pegs that are **adjacent** to it.

EXAMPLE: FIGURE 4 shows your opponent's grid. You've just sounded an alarm at B3. Your opponent must now remove the peg at B3 and those at A2, A3, A4, B2 and C3.

   c) If a player's blob is separated into two or more parts, any part with only one peg must be removed from the grid.

EXAMPLE: In FIGURE 4, your opponent must **also** remove the single peg that's left at B5.

3. At any time you may ask your opponent how many pegs are left in his or her blob.

WINNING
You win as soon as you've wiped out your opponent's blob.

	1	2	3	4	5	6
A	●	●	●	●	○	○
B	●	●	●	○	●	○
C	○	○	●	○	○	○
D	○	●	●	○	○	○
E	○	●	○	○	○	○
F	●	○	○	○	○	○

(4)

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5. HIDEOUT

OBJECT
To be the first to find the opponent's hidden shapes.

You and your opponent each hide two shapes. You then try to find each other's shapes by adding pegs and sounding alarms. Each alarm you sound allows you to place a marker. Your markers will tell you exactly where your opponent's shapes are hidden.

SET UP
Each player hides two shapes on the left-hand side of the grid.

   a) Each of your shapes must have 3 pegs.

   b) Your shapes may be 2 lines, 2 triangles or a line and a triangle.

   c) You may hide your shapes in either one of the squares or in both.

   d) Your shapes **may** be adjacent but **may not** share any pegs.

(1) CORRECT

(2) CORRECT

(3) CORRECT

(4) INCORRECT

(5) INCORRECT
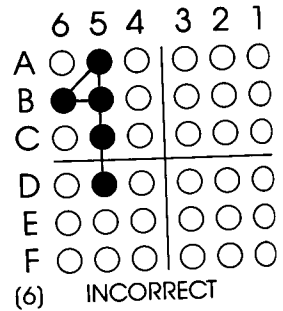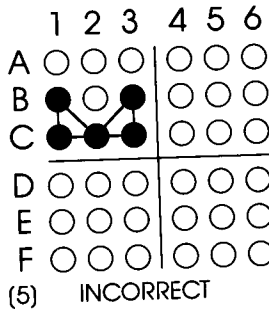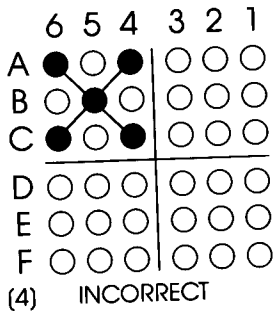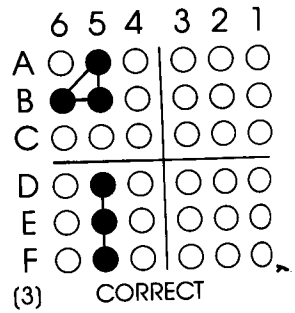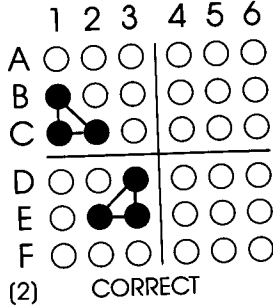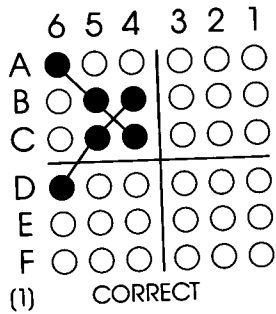
(6) INCORRECT

FIGURES 4, 5 and 6 are incorrect because of shared pegs: their shapes have a total of only 5 pegs, not 6.

PLAYING
During the game you may not move any of the pegs in your hidden shapes.

1. Take turns adding pegs into the right-hand squares. On each turn you may add only one peg.

   a) If a peg that you add **does not** sound an alarm, leave it in.

   b) If a peg that you add **does** sound an alarm, replace it with a marker.

2. Continue to play until one of you has found the other's hidden shapes.

WINNING
The winner is the first to find the opponent's hidden shapes.

You do not have to place 6 markers in order to win. Sometimes, after placing only 4 or 5 markers, you might be able to guess the remaining hidden locations. If you want to guess, first announce that you wish to do so. Then call out the location(s) where you think the rest of your opponent's pegs are hidden. If you guess correctly, you win. If you guess incorrectly, you lose.

14

OBJECT

To be the first to transfer all of your pegs from one end of your grid to the other. On your turn you may move a peg or jump with it. The more alarms you sound, the faster you'll be able to transfer your pegs to the opposite end of your grid.

SET UP

a) **Player 1.** Place 6 pegs into row A and 6 into row B. You must transfer your pegs to rows E and F.

b) **Player 2.** Place 6 pegs into row E and 6 into row F. You must transfer your pegs to rows A and B.

PLAYING

1. On your turn you may **either**:

a) **move** a peg to any **adjacent** location that's empty; **or**

b) **jump** a peg over **one** other peg that's in an adjacent location.

In FIGURE 1 the peg at F3 could **move** to E2 or F4. **Or** it could **jump** to D3. It could not, however, jump to C6: a peg can only jump over one other peg at a time.

2. If your peg **does not** sound an alarm, leave it in and end your turn.

3. If your peg **does** sound an alarm, do EITHER of the following:

a) **Take another turn with the same peg.** You may either move or jump with this peg and may continue to move and/or jump with it until it fails to sound an alarm.

EXAMPLE: Look at FIGURE 1. If you sound an alarm after jumping from F3 to D3, you may continue either by **moving** to C2 or D4; or by **jumping** to B3, B5 or D1. If your move or jump sounds an alarm, you may then continue moving and/or jumping the same peg until it fails to sound an alarm.

b) **Or announce the location and ask your opponent to use the corresponding peg for his or her next turn.** This choice (b) is not allowed for an alarm that you sound in either of your starting rows.

WINNING

The winner is the first to transfer all 12 pegs from one end of the grid to the other.

```
       1   2   3    4   5   6
  A    ○   ○   ○ |  ○   ○   ○
  B    ○   ○   ○ |  ○   ○   ○
  C    ○   ○   ● |  ●   ○   ○
      ─────────────────────────
  D    ○   ●   ○ |  ○   ●   ○
  E    ●   ○   ● |  ●   ○   ○
  F    ●   ●   ● |  ○   ●   ●
 (1)
```
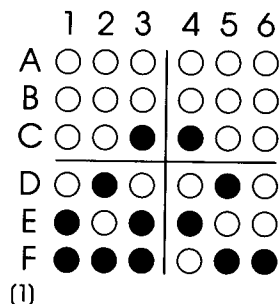
You're an army general. To gain secret information, you raid the enemy camp and take a hostage. Before you can question the hostage, however, the enemy general raids your own camp and takes a hostage. Both you and the enemy general want to keep your battle plans a secret. Therefore, you each decide to rescue your soldier who was taken as a hostage. To do this, you each send out a rescue team that's made up of three soldiers. To these teams you each add reinforcements.

OBJECT

To be the first to rescue the soldier that your opponent is holding as a hostage.

SET UP

1. Each player places a marker onto a peg, thus creating a hostage.

2. a) One player places the hostage and 3 soldiers (pegs) into one or both of the two upper squares. The hostage must be adjacent to at least one soldier; and each soldier must be adjacent to at least one other soldier.

b) In the same way the other player places the hostage and 3 soldiers into one or both of the two lower squares. (Examples 1, 2 and 3.)

PLAYING

Your soldiers must form an **unbroken** path to your opponent's hostage; in this way you can rescue it.

1. Take turns adding one soldier at a time. **Each soldier that you add must be adjacent to at least one other soldier on your grid.**

EXAMPLE: In FIGURES 4 and 5 the "X" is your hostage; the "0" is your most recently added soldier. The pattern in FIGURE 5 is incorrect for this reason: your most recently added soldier is not adjacent to another soldier; it is adjacent only to your hostage.

2. If a soldier that you add **does not** sound an alarm, leave it in and end your turn.

3. If a soldier that you add **does** sound an alarm, announce its location. Your opponent then tells you the reason for the alarm.

   a) If the alarm is being caused by your opponent's hostage, you've rescued it and have won the game.

   b) If the alarm is being caused by one of your opponent's soldiers, your opponent must move that soldier to the hostage's location and move the hostage to a "safe" location — one that does not sound an alarm. Your opponent must move the hostage to a location that's adjacent to one of his or her soldiers. **At all times a player's hostage must be adjacent to at least one of his or her soldiers.**

   If your opponent sounds an alarm when moving the hostage, you win the game.

16

2. HOSTAGE

EXAMPLE:
"X" is a hostage;
● is a soldier.

```
    1  2  3   4  5  6
A   ○  ○  ⊗ │ ○  ○  ○
B   ○  ○  ● │ ○  ○  ○
C   ○  ○  ● │ ●  ○  ○
    ─────────────────
D   ○  ○  ○ │ ○  ○  ○
E   ○  ○  ○ │ ○  ○  ○
F   ○  ○  ○ │ ○  ○  ○
```
(1)   CORRECT

```
    6  5  4   3  2  1
A   ○  ○  ○ │ ○  ○  ○
B   ○  ○  ○ │ ○  ○  ○
C   ○  ○  ○ │ ○  ○  ○
    ─────────────────
D   ○  ○  ○ │ ○  ●  ●
E   ○  ○  ○ │ ●  ○  ○
F   ○  ○  ○ │ ○  ○  ⊗
```
(2)   INCORRECT:
       HOSTAGE NOT
   ADJACENT TO SOLDIER

```
    1  2  3   4  5  6
A   ○  ○  ⊗ │ ●  ○  ○
B   ○  ○  ○ │ ○  ○  ○
C   ○  ●  ● │ ○  ○  ○
    ─────────────────
D   ○  ○  ○ │ ○  ○  ○
E   ○  ○  ○ │ ○  ○  ○
F   ○  ○  ○ │ ○  ○  ○
```
(3)   INCORRECT:
       SOLDIER NOT
   ADJACENT TO SOLDIER

```
    1  2  3   4  5  (
A   ○  ○  ⊗ │ ○  ○  (
B   ○  ○  ● │ ○  ○  (
C   ○  ○  ● │ ○  ○  (
    ─────────────────
D   ○  ●  ● │ ○  ●  (
E   ○  ○  ⊗ │ ●  ●  (
F   ○  ○  ● │ ●  ○  (
```
(4)   CORRECT

If your opponent does not sound an alarm when moving the hostage, it immediately becomes his or her turn to add a soldier.

4. If your rescue team becomes separated, you must immediately remove the group that does not contain the hostage.

WINNING
The winner is the first to rescue the soldier that the opponent is holding as a hostage.

```
      1 2 3   4 5 6
  A   ○ ○ ○ | ○ ○ ○
  B   ○ ○ ● | ○ ○ ○
  C   ○ ○ ● | ○ ○ ○
  D   ○ ● ● | ○ ● ○
  E   ○ ○ ⊗ | ● ● ○
  F   ○ ◉ ○ | ● ○ ○
 (5)      INCORRECT
```

3. SPACE ATTACK

Imagine — way off in the future — a war that's fought by unmanned spaceships. To fight, each ship depends on a limited supply of energy. When a ship captures an enemy ship, the attacker drains the victim of its energy, wiping out the victim and using the energy for further movement. On the other hand, if a ship moves without capturing an enemy ship, it is drained of its own energy and is wiped out.

OBJECT
To wipe out your opponent's entire fleet of spaceships.

SET UP
Each player places 18 pegs **exactly** as shown in FIGURES 1 and 2.

```
      1 2 3   4 5 6
  A   ● ○ ● | ○ ● ○
  B   ○ ● ○ | ● ○ ●
  C   ● ○ ● | ○ ● ○
  D   ○ ● ○ | ● ○ ●
  E   ● ○ ● | ○ ● ○
  F   ○ ● ○ | ● ○ ●
 (1)      PLAYER 1
```

PLAYING
1. On your turn move a ship to an **adjacent** location that's empty.

    a) You may move a ship horizontally or vertically, but **not** diagonally.

    b) You may **not** fly over (jump) one ship with another.

2. If a ship that you move **does not** sound an alarm, it has used up all its energy and is wiped out. Therefore, remove it at once from your grid.

3. If a ship that you move **does** sound an alarm, announce its location. Your opponent removes the captured ship. Since your ship has replenished its energy, you may, if you wish, move it again and may continue to move the same ship as long as each move sounds an alarm. If a move does not sound an alarm, remove the ship and stop your turn.

```
      6 5 4   3 2 1
  A   ● ○ ● | ○ ● ○
  B   ○ ● ○ | ● ○ ●
  C   ● ○ ● | ○ ● ○
  D   ○ ● ○ | ● ○ ●
  E   ● ○ ● | ○ ● ○
  F   ○ ● ○ | ● ○ ●
 (2)      PLAYER 2
```

4. At any time you may ask your opponent how many ships are on his or her grid.

WINNING
You win as soon as your opponent has no spaceships left.

17

OBJECT

To be the first to score 21 points.

The player with the ball has 4 turns of 2 plays each in which to move the ball forward. On your turn you may run, pass or, under certain conditions, punt or try for a field goal. If you are tackled or intercepted on the first part of your turn, your turn ends. After **each** of your turns, your opponent then has a 2-play turn in which to move men or cause a fumble. Points are scored as in regular football.

SET UP

1. a) **Player 1.** Place 6 pegs in row B and 5 pegs any-where in row A. Your goal line is row A; your goal post is at A3 and A4.

   b) **Player 2.** Place 6 pegs in row E and 5 pegs any-where in row F. Your goal line is row F; your goal post is at F3 and F4.

2. Toss a coin to see which player has the ball at the start of the game.

3. To indicate the **ball carrier,** the winner of the coin toss places a marker (yellow) onto any man in his or her backfield (either row A or row F).

4. The player with the ball plays first.

5. To keep track of the number of moves made by each player, you'll need a pencil and a piece of paper.

PLAYING

Before playing, be sure to read these rules through at least once. The rules aren't difficult, but there's a lot to remember.

A. **Running**

1. On your turn you may, if you wish, make **two** runs.

   a) The runner need not be the ball carrier.

   b) A man may run in any direction, but only to an **adjacent** location that's empty.

   c) If you choose to run twice on your turn, the two runs may be made either by the same man or by two different men.

   d) If the same man runs twice, he need not run in the same direction both times.

   e) The ball carrier runs in the same way as any other man.

2. a) **This rule applies if your runner is not the ball carrier.**

   If your runner sounds an alarm, announce his loca-tion. Your opponent then tells you whether your run-ner hit the ball carrier.

   PENALTY. If your runner has **not** hit the ball carrier, your opponent removes the man who caused the penalty and, for the time being, leaves him out of play.

FUMBLE. If your runner sounds an alarm and has hit the ball carrier, your runner takes the ball. Your opponent does not remove the fumbler from play. Depending on whether the fumble occurred on the first or second play of your turn, you either end your turn or make your second play.*

b) **This rule applies if your runner is the ball carrier.** **TACKLE.** If your runner sounds an alarm, announce his location, remove him from play and give the ball to your opponent. Your opponent places the ball onto the tackler and **immediately** starts his or her turn.*

B. PASSING

As **one** play of your turn you may, if you wish, choose to pass. You may pass on either the first or second play of your turn, but **not** on both. To pass:

1. The passer must be in a straight line — horizontally, vertically or diagonally — with the receiver;

2. the passer and receiver must be separated by at least one empty location; and

3. all locations in the line between them must be empty.

In FIGURE 1 the man at D2 has the ball and can pass to the man at A5, B2 or F4. Notice that the men at D3 and D6 cannot be receivers.

4. In passing, use a **spare peg** to plug into **each** location along the line of the pass.

5. **INTERCEPTION.** If you sound an alarm with the spare peg, announce the location and hand the ball to your opponent. Your opponent places the ball onto the man who made the interception and **immediately** starts his or her turn.*
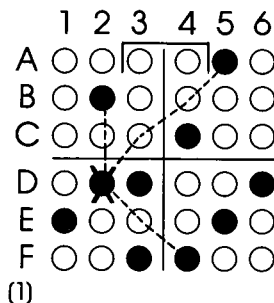
REMEMBER: You may not pass twice on the same turn.

(1)

C. FOURTH DOWN

Within 4 turns (8 plays) after gaining possession of the ball, you must move the ball at least one row closer to your opponent's goal line. If you don't, you must give up possession of the ball.

1. At the **end** of a turn in which you advance the ball, announce the row — but not the column — that the ball has reached. Also tell your opponent whether you reached that row by running or by passing. You then have 4 more turns (8 plays) in which to advance the ball another row.

2. **Punting.** On the **second** play of your **fourth** turn you may punt instead of trying to advance the ball. To punt, first announce that you intend to do so. Then hand the ball to your opponent. Your opponent places the ball onto the man (or choice of men) who

*See page 21

19

is **farthest** from **your** goal line. Your opponent then tells you the row in which that man is located.*

3. If after 4 turns (8 plays) you have not advanced the ball, do not announce the ball's row. Simply hand the ball to your opponent, who then places it onto any man on his or her team.*

D. FIELD GOAL

You may try for a field goal either as the **second** play of your turn or as your **entire** turn.

1. You may try for a field goal only if:

a) the man with the ball is in a straight line — vertically or diagonally — with either of the locations of your opponent's goal post;

b) there are at least two empty locations (one of which may be the goal post) along that line; and

c) all of the locations along that line are empty.

2. You may **not** try for a field goal from your own goal line.

3. In trying for a field goal, place a **spare peg** into **each** location along the line of the kick.

a) **BLOCKING THE FIELD GOAL.** If you sound an alarm, announce the location and hand the ball to your opponent. Your opponent places the ball onto the man who blocked the field goal and **immediately** starts his or her turn.*

b) If you reach your opponent's goal line without sounding an alarm, you score 3 points.

4. If you score, both you and your opponent set up your teams as you did at the start of the game. The ball goes to your opponent.

E. TOUCHDOWN

When you reach your opponent's goal line without sounding an alarm, you score 6 points for a touchdown.

F. POINT AFTER TOUCHDOWN

To score the point after, you must reach one location of your opponent's goal post. To set up for the point after, first clear both grids completely.

1. Your opponent then places two men anywhere in the row that's next to his or her goal line (either row B or row E).

2. You place one man in row C or row D, whichever is closer to your opponent's goal.

3. Move your man in a straight line — vertically or diagonally — to either of your opponent's goal posts. Peg into **each** location along the way. If your man does not sound an alarm, you score 1 point.
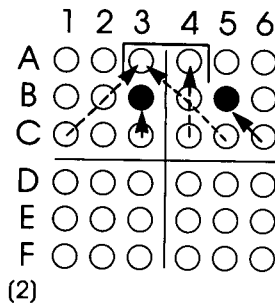
*See page 21

In FIGURE 2 the darkened locations show your opponent's two men. If your own man starts at C2, C3 or C6, he will not score. If he starts at C1, C4 or C5, he will score.

4. Whether or not you score, both you and your opponent set up your teams as you did at the start of the game. The ball goes to your opponent.

> Each time possession of the ball changes from one player to the other, both you and your opponent may return one man to play.
>
> To return a man to play, place him into any empty location on your own goal line. If there are no empty locations on your goal line, you may not return a man to play.
>
> You may never have more than 11 men in play at one time.

```
      1 2 3   4 5 6
  A   O O O   O O O
  B   O O ● | O ● O
  C   O O O   O O O
      ---------------
  D   O O O | O O O
  E   O O O | O O O
  F   O O O | O O O
(2)
```

WINNING
The winner is the first to score 21 points.

As an alternative formula, you may set a time limit — 30 minutes, for example. When time is up, the winner would be the player with the higher score.

OBJECT
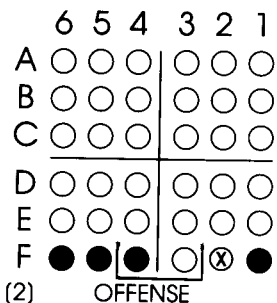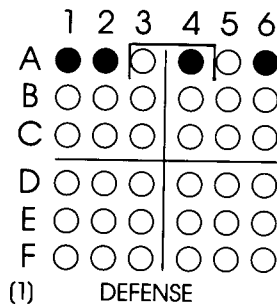To be the first to score 3 goals.

On your turn you may move the goalkeeper, move a man or kick the ball, if you have it. If you sound an alarm when moving a man, it can only be helpful to you. When kicking the ball, however, or trying for a goal, try not to sound an alarm.

SET UP
1. Each player takes four pegs, representing men.

2. To create the **ball,** place a marker onto one **extra** peg.

3. One player defends a goal at locations A3 and A4; the other player defends a goal at locations F3 and F4.

4. Toss a coin to see which player has the ball at the start of the game.

    a) If you **do not** have the ball, place a man into one of your goal locations. Then, leaving the other goal location empty, place your other three men into the same row.

    b) If you **do** have the ball, place it into a location that's **adjacent** to your goal and in the **same** row. Then, leaving one goal location empty, fill the rest of the row with your men.

FIGURES 1 and 2 show a typical set up; "X" is the ball.

5. SOCCER

```
      1 2 3   4 5 6
  A   ● ● O | ● O ●
  B   O O O | O O O
  C   O O O | O O O
      ---------------
  D   O O O | O O O
  E   O O O | O O O
  F   O O O | O O O
(1)        DEFENSE
```

```
      6 5 4   3 2 1
  A   O O O | O O O
  B   O O O | O O O
  C   O O O | O O O
      ---------------
  D   O O O | O O O
  E   O O O | O O O
  F   ● ● ● | O O ●
(2)        OFFENSE
```

PLAYING

Before playing, be sure to read through these rules at least once.

1. The player with the ball plays first.

2. On your turn you may: a) move the goalkeeper; b) move a man; or c) kick the ball, if you have it.

3. **Moving the Goalkeeper.** You may move the goalkeeper only from one goal location to the other. Your goalkeeper may **not** leave the goal; your other men may **not** enter it. After moving the goalkeeper, you end your turn.

4. **Moving a Man.** You may move a man in any direction into an **adjacent** empty location that's outside of your goal. **If you have the ball, however, at least one of your men, other than the goalkeeper, must always be adjacent to the ball.**

a) If your man **does not** sound an alarm, you may move the same man again, but **only** to the adjacent location in the same direction and **only** if that location is empty. Then your turn ends: on a single turn you may move a man no more than two locations.

b) If your man **does** sound an alarm, announce the location; your opponent then tells you what caused the alarm:

If you've hit a man, your opponent removes that man from play and you end your turn. Then, as his or her turn, your opponent places that same man into any empty **corner** location. (A1, A6, F1 or F6.) If in doing this your opponent sounds an alarm, he or she must move that man to any empty location that's **adjacent** to the one just tried.

If you've hit the only man who is adjacent to the ball, your opponent must tell you so, remove that man from play and give you the ball. You then place the ball into a location that's **adjacent** to any one of your men other than the goalkeeper. After placing the ball, you end your turn. As explained above, your opponent's turn then consists of placing the removed man into any empty corner location.

If you've hit the ball, take it from your opponent and place it into any empty location that's **adjacent** to the man who hit it. If in doing this you sound an alarm, place the ball into another location that's **adjacent** to that man. Your opponent then plays in the usual manner.

5. **Kicking the Ball.** You may kick the ball into an **adjacent** empty location in any direction. You may **not**, however, kick the ball into your own goal.

a) If your kick **does not** sound an alarm, you may move the ball again, but **only** to the adjacent location in the same direction and **only** if that location is

empty. If you do not sound an alarm, you may, in the same way, move the ball again. At this point your turn ends: on a single turn you may kick the ball no more than three locations.

In its **final** position the ball **must be** in a location that's adjacent to one of your men (except the goal-keeper) — unless, as explained in Rule 6 — you're trying to score a goal.

EXAMPLE: In FIGURE 3 the man (●) at E6 can kick the ball (X) to E5, F5 or C3. To reach C3, however, the ball must be pegged into both E5 and D4.

b) If your kick **does** sound an alarm, announce the location and give the ball to your opponent. Your opponent places the ball into any location that's **adjacent** to the player who stopped the ball. If in doing this your opponent sounds an alarm, he or she places the ball into another location that's adjacent to that man. Your opponent then plays in the usual manner.
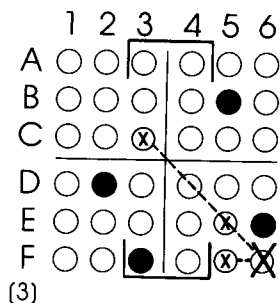
6. TRYING FOR A GOAL. You try for a goal by kicking the ball (as in Rule 5a) toward one of your opponent's goal locations.

a) If the ball enters the goal without sounding an alarm, you score a goal.

b) If you sound an alarm before reaching the goal, announce the alarm's location and give the ball to your opponent. Your opponent places the ball into any location that's **adjacent** to the man who stopped it. If in doing this your opponent sounds an alarm, he or she places the ball into another location that's adja-cent to that man. Your opponent then plays in the usual manner.

c) If you sound an alarm in the goal, you do not score. Your opponent's goalkeeper kicks the ball 1, 2 or 3 locations in a straight line to any empty location that's **adjacent** to one of his teammates. The ball **must** be pegged into **each** location along the line of the kick. If the goalkeeper's kick sounds an alarm, your oppo-nent announces the alarm's location and gives you the ball. You then place the ball into any empty loca-tion that's **adjacent** to the man who stopped it. If in doing this you sound an alarm, place the ball into another location that's adjacent to that man. You then play in the usual manner.

EXAMPLE: In FIGURE 4 the goalkeeper may kick the ball to any of the locations that are marked with an "X." Notice that location A5 cannot be reached: **you may not move the ball through your own goal.**

7. After a goal, set up both teams as you did at the start of the game. The ball goes to the player who was just scored against.

WINNING
The winner is the first to score 3 goals.

As an alternative formula, set a 30-minute time limit. The winner would be the one to score more goals before the time runs out.

(3)

(4)
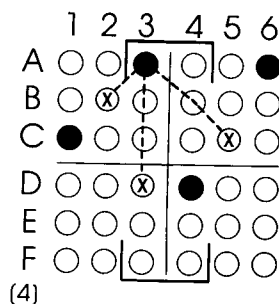
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