



Reddy Clown

THREE RING CIRCUS GAME

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SALEM, MASSACHUSETTS
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OBJECT OF THE GAME

The object of Reddy Clown Three Ring Circus Game is to place all your circus pieces in one of the end rings and to be the first player to reach the center ring in the chariot race.

RULES

For Two to Four Players

EQUIPMENT:

REDDY CLOWN THREE RING CIRCUS GAME consists of 4 Reddy Clowns; namely Reddy Blue, Reddy Red, Reddy Yellow and Reddy Green; 28 Circus Pieces, (7 of each color); 4 Chariot Race Pieces; 4 Barrels and 1 Die.

PREPARATION:

To remove the round circus pieces from the strips, simply press with the thumb. They will come out easily. Each player selects the color clown he is to use during the game. He then receives one chariot race piece, one barrel and seven round circus pieces, all of the same color. He places his chariot race piece on the space marked "Chariot Piece Here," places his barrel on his colored barrel circle and stands his clown on top of the barrel. His seven round circus pieces are placed face up in front of him and the play begins.

PLAY:

Players throw the die, and the player throwing the highest number on the die has the first play. The player to his left plays next and so forth around the table. Each player throws the die on his turn and moves to the left, starting with the first colored square to the left of his barrel and moving the full count of the die. If the throw should land him on a square of his own color, he takes his circus piece called for on this square and places it in the ring nearest him. If his throw lands him on a color other than his own, he moves his clown into the square called for on the die, but does not place a piece in the ring. **Only by moving the full count of the number thrown on the die and landing on his own color square, any barrel square, or any chariot race square, is a player allowed to place a circus piece in one of the end rings.** A player may land on the same square occupied by another player's clown and if it is his own color square, any barrel square or any chariot race square, he may place a circus piece in one of the end rings.

BARREL SQUARES:

During the game, when a player lands on any of the barrel squares, he may place any one of his circus pieces in one of the end rings, but he must also place his clown piece on top of the barrel and **lose one turn.** If another player's clown piece is on the barrel, he must leave his piece on the barrel square and put it on the barrel as soon as the other piece moves down. If all 7 of his circus pieces are in the end ring or rings, he must still place his clown piece on top of the barrel and lose one turn. After the loss of one turn, he should, on his following turn, bring his clown piece down from the barrel and start his count from the first colored square to the left of the barrel.

CHARIOT RACE SQUARE:

When a player's piece lands on a chariot race square, he may place any circus piece in one of the end rings. However, if all of his circus pieces have been placed in the end rings when he lands on a chariot race square, he may then start his chariot race piece on the chariot race track on his next turn. While a player must land by exact count on a chariot race square to place a piece in the end ring, he does not need the exact count on the die after he has placed his circus pieces in the end rings to start his chariot race. He needs only to reach, or pass, a chariot race square on his regular turn.

BALLOON SQUARES:

If a player who is moving on the chariot race track lands his chariot piece by exact count on a balloon square, he removes all his circus pieces from the center ring to one of the end rings and he must go back 12 spaces. This backward moving is accomplished by moving his chariot piece back 7 squares to the chariot race starting square and then moving his clown piece back the remaining 5 squares on the outside track. If on this or following plays he should land on his own color, he may take one of his circus pieces, which is in an end ring, and place it in the center ring. Each piece that a player has in the center ring gives him an extra throw when he again starts his chariot race.

BROKEN WHEEL SQUARE:

If a player, moving on the chariot race track, should land his piece on a broken wheel square, he must proceed on his following turn, one space at a time to the finish, regardless of what number he may throw on the die. However, a player may not use this move to get into the finish square of the chariot race. When he reaches the point where he has only one square to move to finish, he must actually throw a 1 on the die to move in.

PROGRESS OF PLAY:

As the game progresses, a player may find when landing on his own color square that his particular circus piece called for is already in an end ring. Should this be so, he places no piece in the end ring, but on the following turns, he must continue to try to throw the number on the die that will land him on a square that calls for a circus piece which he still holds. **For Example:** Green Reddy Clown lands on a green bear square. His green bear piece is already in the ring, but he still holds a green elephant. On some following turn, therefore, he must land on the green elephant, a chariot or a barrel square before he can place his green elephant piece in the ring.

The players continue around the board until they have placed all 7 of their circus pieces in one of the end rings. When a player succeeds in doing this, he calls, "Ready to run." On following turns, he continues to throw the die and move until he arrives at the next chariot race square. If, before he does this, he lands on a square of his own color and all 7 of his circus pieces are in the ring, he may take the circus piece called for on this square from the end ring, and place it in the center ring. This, as explained above, gives him an extra throw on his turn when he starts his chariot race. When he reaches the next chariot race square, (not necessarily by exact count) he removes his clown and places it on the clown square in front of him. On his next turn, he starts his chariot race, taking on this turn whatever extra throws he has earned by placing pieces in the center ring.

The Winner of the Game is the first player who gets his chariot to the center ring by exact throw of the die.

Any questions on REDDY CLOWN THREE RING CIRCUS GAME will be answered gladly if a three cent stamp is enclosed. Address PARKER BROTHERS, INC., SALEM, MASSACHUSETTS.