## RULES FOR JOLLY ROGER

NUMBER OF PLAYERS: 2-3-4

EQUIPMENT: Each player gets 5 marbles and a peg, all the same color. (These are packed inside the Shaft. To remove, pull out end pieces.)

OBJECT OF GAME: Place the Shaft over the Pyramid in the center of the Board, Treasure Chest at the bottom.

## METHOD OF PLAY:

- 1. JOLLY ROGER is played in Rounds. All players drop their marbles down the Shaft at the same time.
- 2. Lift up the Shaft. Marbles will scatter over the board most of them into holes. Replace the Shaft over the Pyramid and score as follows:

## SCORING:

- A. The 10 holes on the Shaft correspond to the holes in the board. The objects pictured are clues to the Treasure and must be pegged in on the Shaft in the following order, as marbles roll in the proper holes:
  - 1. Map

- 6. Rope
- 2. Compass
- 7. Skull
- 3. Lantern
- 8. Cutlass
- 4. Pick
- 9. Key
- 5. Spade
- 10. Treasure Chest
- **B.** To start, a player must get a marble in his 1st clue, the MAP hole. He then places his peg in the corresponding MAP hole in the Shaft. If, during a Round, a player's marbles roll in several holes which are **in order** on the Shaft, he may advance his peg more than one space. **Example:** Should a player's marble roll in the MAP, COMPASS and KEY holes, he places his peg in the COMPASS hole (2nd on the Shaft) but cannot score on the KEY, as that is his 9th clue, far down the Shaft.
- C. After all players have pegged in their clues for the 1st Round, the Shaft is refilled with marbles, lifted up and clues for the 2nd Round are ready to be scored.
- D. Play proceeds in Rounds, as outlined above, until one player has pegged in all the clues and reached the Treasure Chest at the bottom of the Shaft.

THE WINNER: The 1st player to advance down the Shaft to the Treasure Chest, by pegging in each clue in turn, wins the game.

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