

spaces and a number 2 is turned up on his play, all other players in their regular turn of play turn their center blocks two spaces, after which the dealer turns any of his blocks he chooses two spaces.

After the first move the number turned up on the dealer's last play determines the number of spaces that all other players turn any of their blocks **that they choose**. All players play individually against the dealer.

The first player to make a line-up of **five** alike calls "Hi-Ro" and receives counters from the dealer equal to the amount of score he has made. **The hand continues with that player out**. Any other player making a line-up of **5** alike receives counters from the dealer in the same manner. If the dealer makes a line-up of **5** alike the game ends and **each other player left in the hand** gives to the **dealer** counters equal to the **score the dealer has just made**. The player making **5** alike also wins the **deal**, for the next hand.

### Simple Game for Children

In this game the procedure of arranging the cubes and the play is the same as in regular "HI-RO" but there is no continued scoring and each hand counts as **1** game or **1** point. The first player to turn up **five faces alike** **WINS** regardless of the numbers showing.

*Questions on HI-RO, TURN-A-BOUNT and HI-RO JACK will be answered gladly if a three-cent stamped envelope is enclosed.*

PARKER BROTHERS, Inc.  
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# HI-RO

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HI-RO is fast and exciting for both young and old. It is an excellent two-handed game or may be played by any number of persons by each having a tray of blocks. The object of the game is to turn your blocks until all five of them have the same number appearing along the row of sides facing you. The first player to do this calls "Hi-Ro" and receives a score determined by the size of the numbers he lines up. (See figure A below.)

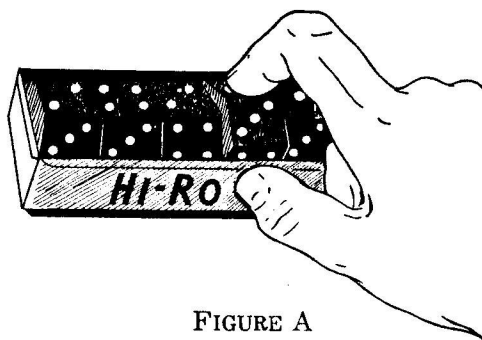


FIGURE A

### To Start the Game

Each player receives a tray of five blocks. He places the blocks in the center of the table together with the blocks of all other players. After mixing them thoroughly each player picks up five and places them in his tray. He then rotates the blocks in the

tray until the blank sides are all on top and passes it (the tray of blocks) along to the player on his left.

### Moves

Any player may be chosen to move first, that is on the first hand of a new game. On all following hands the player who just won the preceding hand moves first. After receiving his tray of blocks, each player must place the tray in front of himself with its **name plate facing him**. The tray may be placed so that each player can see all three exposed sides of his blocks.

**The first player moves his center block three spaces.** (Important: Always turn or rotate blocks toward you.) (See figure A.) **That will turn a number up on top of the block. That number determines the number of spaces the next player to the left must turn his center block.** The number turned up on this play determines the number of spaces for the next player and so on around the table. When a **blank** is turned up it calls for a turn of **three spaces**. **Each player must turn his center block on his first move in each hand.** After that he may turn **any** of his blocks he chooses in the attempt to line up **5** faces numbered alike on the different blocks.

### Winner of the Hand

The first player to align his blocks so that **all five** have the **same** number appearing along the row of sides **facing** him (not the top row) calls "HI-RO" and receives a score as follows:

Five 1's scores	5 Points	Five 4's scores	20 Points
Five 2's scores	10 Points	Five 5's scores	25 Points
Five 3's scores	15 Points	Five blanks scores	50 Points

**Remember:** The **top side** of the block last turned **controls the move** of the next player **but you try to score on the sides facing you on a slant.**

A game consists of 110 points. Always rotate blocks toward you. **Each player must make at least one move** before calling "Hi-Ro". A move is a move. No turning back.

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### THE GAME OF TURN-A-BOU

The game of "Turn-A-Bout" is played by two persons, using only one tray of HI-RO blocks. The tray should be placed between the two players. One player on his turn of play rotates the blocks in one direction, the other player rotates them the opposite direction, each trying to be the first to line up five numbers alike on the sides of the blocks facing him.

The same rules governing the game of HI-RO apply to "Turn-A-Bout" with only one exception. (That is, do not turn the block just turned by your opponent on his last move.) If both players should line up five alike on the same move the one making the highest count gets credit for the score on that hand.

(Note) **A faster, and perhaps better, game of Turn-A-Bout may be played by trying to get only four faces alike.**

### THE GAME OF HI-RO JACK

HI-RO JACK is best played with tokens or counters, thereby eliminating a scorekeeper. The counters are divided equally between the players before the game starts. One player is chosen as the Dealer and starts the moving in the same manner as is done in HI-RO. The only difference between HI-RO and HI-RO JACK is that every player around the table turns his blocks the number of times indicated by the number turned up on the dealer's play. For example, after the dealer has turned his center block three