

RULES FOR THE GAME OF ZAP

1. TO PLAY: EACH PLAYER STARTS WITH NINE PEGS IN HAND AND TAKE TURNS PLAYING THEIR PEGS ON THE ZAP BOARD. AFTER ALL OF THE PEGS ARE ON THE BOARD THEY MUST BE MOVED ALONG THE LINES, ONE HOLE PER TURN.
2. OBJECT OF GAME: TO REMOVE THE OPPONENT'S PEGS. THIS IS DONE BY CREATING A ZAP (A STRAIGHT ROW OF THREE PEGS ALL OF THE SAME COLOR ON ANY ONE LINE). UPON FORMING A ZAP THE PLAYER MAY REMOVE ANY ONE OF THE OPPONENT'S PEGS. A PLAYER CAN REMOVE MORE THAN ONE OF THE OPPONENT'S PEGS WITH THE SAME ZAP BY MOVING ONE OF THE PEGS (IN ZAP) OUT AND THEN BACK IN, MOVING IN TURN. PEGS IN A ZAP POSITION CANNOT BE REMOVED.
3. STRATEGY: TO FORM ZAPS, TO PREVENT OPPONENT FROM FORMING ZAPS AND TO BLOCK ANY OF THE OPPONENT'S ZAPS THAT DO FORM (IF POSSIBLE). TO PREVENT THAT ZAP FROM BREAKING UP AND RE-FORMING.
4. WHEN A PLAYER CANNOT MOVE, THE OPPONENT WINS BY A FORFEIT. EACH NEW GAME PLAYERS TAKE TURNS STARTING.

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IF ADDITIONAL PEGS ARE NEEDED PLEASE STATE COLOR AND
REMIT 50¢ FOR POSTAGE AND HANDLING FOR EACH SET OF 9
PEGGS TO THE ABOVE ADDRESS.