

# « HOW TO PLAY ALEE-OOP »

TRADE MARK—PATENT APPLIED FOR

The idea of the game is to place the head of an OOP over the groove in the FLIPPER, then strike the FLIPPER downward, thereby sending the OOP into the air and (you hope) into the CAN.  
See Figures 1 and 2.



FIG. 1



FIG. 2

Equipment consists of 22 units: 4 each Green, Yellow, Blue and Red OOPS, 1 Black OOP (Oscar), 4 Colored Flippers, and the CAN.

Each OOP, according to color, represents a different value.

GREEN . . . 1 Point    BLUE . . . 3 Points  
YELLOW . 2 "        RED . . . 4 "         
BLACK (Oscar) . . . 5 Points

The distance between the tip of the OOP and the CAN must be at least one-half inch during play. The player may move the CAN at any time. **The manufacturer is not responsible for any remarks made by players during the game.**

## GAME 1—ALEE-OOP

Each player takes his turn flipping all 17 Oops. At some time during his chance, the player must yell "Ale-Oop"

which means he is ready to flip his Oscar! If the player misses Oscar, 5 points are to be deducted from his score. After all have had their turn, the person making the highest score wins from each other player, the difference in total scores.

at flipping as many Oops as possible without missing. The one who is most successful begins the game by Flipping his own Oops until he misses. When he misses, the Can is passed to the person

at his left, who starts flipping his Oops. The first to get rid of his Oops gets a chance at Oscar—and the first to Flip Oscar into the Can wins.

## GAME 2—POLE VAULT

Before the game, players decide on a total figure, such as 100 or 300 points, to win. Only 5 Oops are used—one each of a color, and Oscar. Each player in turn flips 5 times, notes his score, then passes the Can to the person at his left. Everyone must have the same number of chances. The winner is credited with the difference between his score and that of the other players. Oscar counts for 5 points plus—or 5 points minus, as in the game Ale-Oop. POLE VAULT is especially good if played by teams of 2 or more players each.

## GAME 4—KILLER FLIPPER

(For 4 or Less Players)

Flippers and Oops are distributed and the first player is selected as in the game of Oscar. Each person flips once. The play continues around the table until someone gets all his Oops into the



FIG. 3

## GAME 3—OSCAR

(For 4 or Less Players)

A Flipper and 4 Oops of the same color are given to each player. To select the first player, each person takes a turn

Can. Then he tries to Flip the Flipper of the person at his left (see Figure 3). When a player's Flipper is in the Can, he is put out of the game. The last remaining player wins.

Other variations of ALEE-OOP will occur to you as time goes on.

There's a barrel of FUN in every CAN.

ROY TOY COMPANY • 921 BROADWAY • N. Y. C.

# SCORE SHEET FOR ALEE-OOP

PLAYERS NAME	FC	CC			
1st Round	0	0			
2nd Round	1	0			
3rd Round	1	0			
4th Round	1	1			
Total	4	1			

PLAYERS NAME	AH	CO	AH	CO	AH	CO
1st Round	0	0	0	0	2	0
2nd Round	0	0	0	0	3	3
3rd Round	0	0	0	0	1	4
4th Round	0	4	0	2	1	1
Total	0	4	0	2	5	2

PLAYERS NAME	CC	AH			
1st Round	2	1			15
2nd Round	1	2			5
3rd Round					
4th Round					
Total	3	3			20

PLAYERS NAME	CC				
1st Round	14				
2nd Round	21				
3rd Round	5				
4th Round	24				
Total	64				

PLAYERS NAME					
1st Round					
2nd Round					
3rd Round					
4th Round					
Total					

PLAYERS NAME					
1st Round					
2nd Round					
3rd Round					
4th Round					
Total					