## 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.



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 sell "Als-Oop"

which means he is ready to this his Oscarl 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.

### 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 Alee-Oop. POLE VAULT is especially good if played by teams of 2 or more players each.

#### GAME 3—OSCAR (For 4 or Less Players)

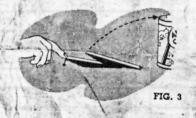
A Flipper and 4 Oops of the same color are given to each player. To select the first player, each person takes a turn

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

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

#### GAME 4—KILLER FLIPPER (For 4 or Less Players)

Plippers 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



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

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