

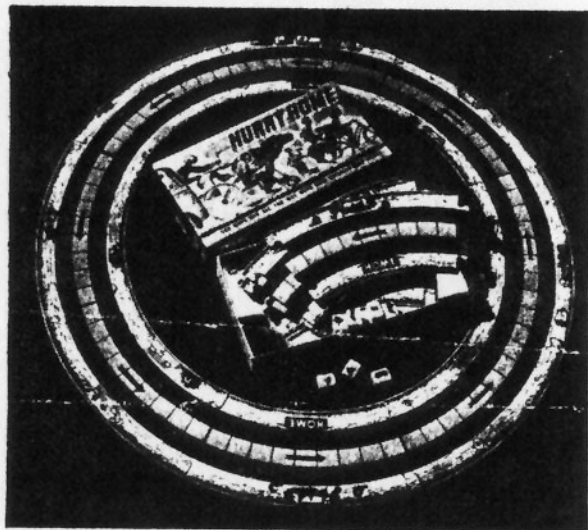
game all players roll for high number. The one rolling the highest number rolls first in the game. Other players take their turn moving from right to left around the board. The roll for high number must be made before each game.

THREE ROLL OPTION allows each player to have as many as three rolls on each turn of play. If the number turned up on the first roll is not satisfactory the player may disregard it, or if he wishes he may move his symbol the number of spaces indicated by the roll. In either event he is entitled to 2 more rolls. The same option as on the first roll applies to the second roll. Either the symbol is moved or the roll is disregarded. On the third roll, the player must move his symbol regardless of whether he likes it or not.

When playing **THREE ROLL OPTION** all other original **HURRY HOME** rules apply.

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HURRY HOME

HURRY HOME is another game developed by J. W. Patterson, the originator of the well known games of **CONTACT**, **NO JOKE**, **NUBS**, **DISCRETION**, and others.

HURRY HOME may be played by 2 to 7 players, for children or adults.

How to Play . . .

HURRY HOME

The game consists of 7 color designed symbol blocks; 8 four-colored processed pieces to form the circle; 1 Dodecahedron, (the new three colored, 12 sided solid); 1 complete set of rules and directions.

TO START THE GAME: First lay out the 8 pieces interlocking their ends so they form a circle as shown in the picture. Be sure that **Home** and **Town** are directly opposite each other. Each player then chooses a symbol block for his entry. Any player may be chosen to play first, or this may be determined by rolling the dodecahedron for high number. (The dodecahedron will be referred to hereafter by its nickname, "Dudad").

The object of the game is to be the first player to make the complete trip from **Home** to **Town** and back **Home** again.

The first player rolls the Dudad out into the center of the circle. The number rolled up determines the number of spaces or miles as they are called, that he moves his entry. The color surrounding the number determines the lane on which his entry must travel. The arrows on the lane determine the direction in which it must go. Start counting with the first mile from Home. All entries start at Home.

The next player to the left rolls and likewise moves his entry the number of miles on whichever lane the Dudad sends him. Always move in the same direction as the arrows point.

The change in direction is what makes the trip somewhat uncertain. You will, no doubt, experience many upsets and reverses before you complete the trip.

When arriving in Town you do not have to land exactly in Town. Pass on through as far as your count sends you. You do not have to land exactly Home when returning. The idea is to get to Town any way you can and Hurry Home any way you can.

You cannot pass another entry on the same lane or if it has you blocked from moving from one lane to another. You may, however, move as far as you can go on your count, or rather up to the point where you are blocked.

The miles traveled in moving from one lane to another count just the same as the miles traveled on any of the lanes. For example, if your entry is on the green lane and you roll a red 4. The count will be one mile from the green to the yellow, one mile from the yellow to the red, and two miles on the red in the right direction.

THREE ROLL OPTION is a variation of the original HURRY HOME rules. It may be adopted for play by the consent of all players in the game. To start the

