

# THE GAME OF SHELL-OUT

CHANCE

BLUFF

ANXIETY



SKILL

LUCK

SUSPENSE

## EXCITING FROM START TO FINISH

If you possess that instinct and desire "**To Do and Dare**" to **venture** to match your wits against others with their **cleverly planned trickiness**, then you will enjoy "**SHELL-OUT**." "**SHELL-OUT**" is more than an ordinary game. It has enduring qualities which leaves you with that yen to play again and again. It sharpens your wits, steadies your nerves and develops gameness.

The game is played on a hexagon board composed of six blue triangular "Playing Fields." The "Playing Fields" are divided by rows of red playing spots running toward the center of the board and are known as "Alleys." These may be traveled from one end to another in one single move if so desired. There are also six rows of red spots which surround the entire board. These are known as "Easy Ways" and can also be moved from one end to another in one single move.

From two to six persons may play "**SHELL-OUT**" at one time and on a single board. With each game there are thirty shells divided into groups of five, each group has a different color. There are also six counters numbered 5, 10, 15, 20, 25, and 50. To start the game each player chooses one set of five shells. All counters before each hand are placed numeral side down and shuffled. Each player at the beginning of each hand draws one counter and places it beneath one of his shells. (Be sure you remember under which shell you have placed it.) It is well also to note the number on your counter. **Do not allow any of your opponents to see the number of your counter or to know under which shell you have placed it.** You can easily shield your shells from view of the other players with one hand while you are placing your counter. Each player must then arrange his five shells on his own "Playing Field" by placing one shell on each of the three extreme points of his triangular "Playing Field." The other two shells are placed on the two spots directly opposite and adjoining his own "Shell-Out" spot. Any player may start the hand by moving any one of his shells one space in any direction. The next player to the left has the next move and so on around the board. The object of the game is to move your shell under which you have your counter on to the "Shell-Out" spot of some opponent. Qualifications for this move are outlined in Rule No. 3.

## RULES

**RULE NO. 1. PLAYING FIELD.** A "PLAYING FIELD" is active only when being used by a player. If less than six people are playing there will be one or more dead playing fields. When a field is dead it is forbidden territory and cannot be moved onto by any player at any time. The spots marked "Keep Off" are always forbidden territory. Your own "Shell-Out" spot is forbidden territory to YOU.

**RULE NO. 2. MOVES THAT ARE ALLOWED.** When a shell is on any spot on any of the red "Alleys" it may be moved to any spot on the same "Alley" or onto the blue hexagon in the center of the board, but not beyond it, in a single move. If you do move onto the center hexagon your shell must remain there, unless captured by an opponent, until your next turn of play. You may move from the blue hexagon to any of the spots on any of the red "Alleys" in one single move. If your shell is on any spot on any of the red "Easy Ways" it may be moved to any other spot on the same "Easy Way" in one move. All moves just listed are subject to being blocked by shells of your opponent. You cannot move over or around another shell in any one move. All other moves such as from an "Alley" an "Easy Way" or a "Playing Field" to any of the three or vice versa, are restricted to one space only on each move. Moves may be made in any direction and to or from any spot regardless of its color, except for forbidden territories outlined in Rule No. 1.

**RULE NO. 3. QUALIFICATIONS FOR MOVE ONTO SHELL-OUT SPOT.** (A) If six people are playing at one time all the "PLAYING FIELDS" are active. This provides five possible "Shell-Out" spots for each player to move onto. Of course, the two "Shell-Out" spots located next to your own are the easiest for you to reach and for this reason it is necessary for you to move all of your shells except ONE off of your "Playing Field" before you are qualified to move onto either of the "Shell-Out" spots in either of the "Playing Fields" next to or adjoining yours. (B) The two "Shell-Out" spots directly across the board from those two outlined in Section A of this rule are a little harder for you to reach than those in Section A, therefore you may have two or less of your shells on your "Playing Field" when you move onto either of the "Shell-Out" spots described in this section. (C) The "Shell-Out" spot across the board from your own may be played onto when you have three or less of your shells on your "Playing Field." This rule applies regardless of the number of players that may be playing at one time. Each "Shell-Out" spot that is active during the game requires the same qualifications regardless of how many other "Shell-Out" spots or "Playing Fields" may be dead. You CANNOT move any one of your empty shells onto any "Shell-Out" spot.

**RULE NO. 4. CAPTURING YOUR OPPONENTS COUNTERS.** When an opponent leaves one of his shells adjoining one of yours and you suspect it to be the one under which he has placed his counter you can on your next turn of play place your shell on top of his. You are then privileged to look beneath his shell. If his counter is there both your shell and his as well as the counter are removed from the board. Your score is to receive credit for the amount of the counter you have captured. If on the other hand you have made a BAD GUESS and his counter is not beneath this shell YOUR SHELL ONLY must be removed from the board. The capture or attempt to capture of a counter counts as your move. You cannot capture another shell or even attempt to capture with your shell under which you have placed your counter.

**RULE NO. 5 SCORING.** When one player moves his loaded shell onto the "Shell-Out" spot of any opponent, as in Rule No. 3 his score is credited with the amount of his counter added to the total of all other counters on the board at the time his move is made. The player onto whose "Shell-Out" spot the move is made suffers a penalty by subtracting from his score the amount of the counter moved onto his "Shell-Out" spot. Any one who captures another's counter during the game is credited with the amount of the counter he has captured. One hand is completed when some player has moved his loaded shell onto another's "Shell-Out" spot or when all of the counters on the board have been captured. An average game consists of four hands or a count of 150. This of course is optional and may be changed to fit the occasion by mutual consent before the game starts.

Any questions that may arise regarding the game of "SHELL-OUT" will gladly be answered if you will enclose a 3-cent stamped envelope.