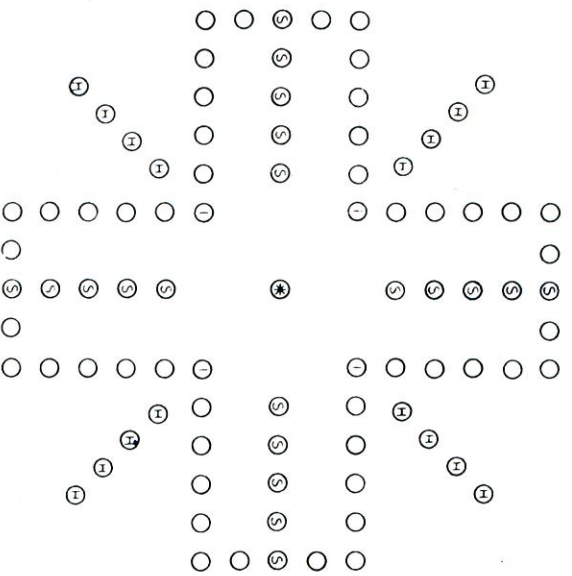


INSTRUCTIONS FOR "WAHOO"



PLAYERS: Two, three or four. Each player uses four marbles of the same color. Use one die for playing.

OBJECT: To get all your marbles around the board (clockwise) and into the Safety Zone.

H = Home Spaces

S = Safety Zone (or "Short Cut" under optional rules)

1 = Starting hole.

PROCEDURE & RULES:

1. Toss the die to determine order of play. Proceed in a clockwise direction.
2. You must roll a "one" or "six" to move to the starting hole. Then move to the left around the outside of the board.
3. You must move one marble the exact number of spaces showing on the die. If you cannot you lose your turn. The exception is moving marbles within the Safety Zone; there, you may move up the Zone when the count is the number you need or less. When moving into the Safety Zone you may use a second marble to reach the necessary count. (For example, you need to move three spaces but roll a five. Use three spaces in the Zone, then move one other marble two spaces).
4. If three of your marbles are already in the Safety Zone, you must roll the exact number needed to move in the fourth.
5. If your marble lands in a hole already occupied by another player, that player's marble is sent Home to start over, even if it is that of your partner. You cannot send your own marble Home; if that happens you simply lose the turn. Marbles in the Safety Zone cannot be returned Home.
6. If you roll a six you play again, but three consecutive sixes mean your marble nearest your Safety Zone must be returned Home.
7. The first player to get all four marbles into his/her Safety Zone is the winner. When playing partners, you may continue your turn after all your marbles are safe and let your partner use the moves. The winning team is the one to first get all eight marbles into the Safety Zones.

OPTIONAL RULES: "Short Cut"

Rules and procedures are the same except:

1. If you should roll the exact number needed to reach the center hole of the board through one of the "Short Cuts" (Safety Zones) you may do so. If another player's marble is already there it is sent Home. To move from the center, you must roll a "one". You may then move to the corner space nearest your own Safety Zone.