

Wa-Hoo!

For 2 to 4 players -- Ages 6 to adult

Includes:

Wa-Hoo game board, 20 marbles (including 1 spare of each color), playing die.

Object:

To be the first player to move all four marbles out of the Tribal Grounds, around the Path, and into the Tee-Pee.

Setting Up:

Each player takes **four** marbles of the same color and places them in the corresponding Tribal Grounds.

Each player rolls the die. The highest number goes first, then play proceeds to the left. If two or more players roll the same number, they roll again to break the tie.

Playing:

To move a marble out of the Tribal Grounds to the Starting Position, a player must roll either a one or a six. The Starting Position is the space just outside the Tribal Grounds. After a marble is placed on the Starting Position, the player rolls again to begin moving along the Path in the direction indicated by the arrows.

A marble on the Path is moved the exact number rolled on the die.

Remember: If a one or a six is rolled, a player may either move a marble out of the Tribal Grounds to the Starting Position, or move a marble that is already on the Path.

If a player rolls a one or a six **and is able to make a move**, the player is allowed an extra turn. If, on that turn, a one or a six is rolled the player goes again, and so on.

A player may **never** land on or pass over one of his or her own marbles. However, a player may jump over and pass an opponent's marble.

If a marble lands on a space already occupied by an opponent's marble, then opponent's marble is removed and placed back into its Tribal Grounds.

If a number is rolled that does **not** allow a marble to be moved, the player forfeits that turn.

Short Cuts:

There are two ways a player may make short cuts:

- 1) Any time a player ends a turn with a marble on one of the pink central arrows, that player may, on the next turn, choose to move that marble along a short cut route. Each clockwise move to the next pink arrow counts as one space. The player should exit the short cut route at the pink arrow just before his or her own Tee-Pee and, if necessary, finish out the roll along the regular path.
- 2) Any time a player's turn ends leaving a marble **one space beyond** a pink arrow space, that player may choose to place the marble at the center (forehead) space. When that player rolls a one (and only a one) he or she moves to the pink arrow position just before the player's own Tee-Pee and proceeds down the path. It is possible for an opponent to move into the center forehead position and displace another player's marble, thus sending it back to its Tribal Grounds.

Winning:

The first player to move all of his or her marbles into the appropriate Tee-Pee is the winner. Remember, you may not jump over one of your own marbles, even in the Tee-Pee. Therefore you must arrive by exact count.

Playing Wa-Hoo As Partners:

A player sits opposite his or her partner. Rules for individual play apply with these special rules:

- 1) If a player's only move is to land on a space occupied by his or her partner, the player must do so, removing the partner's marble and placing it back into its Tribal Grounds.
- 2) After a player moves all of his or her marbles into the Tee-Pee, he or she may begin rolling for their partner, on their turn. The first team to move all the marbles into their Tee-Pees is the winner.

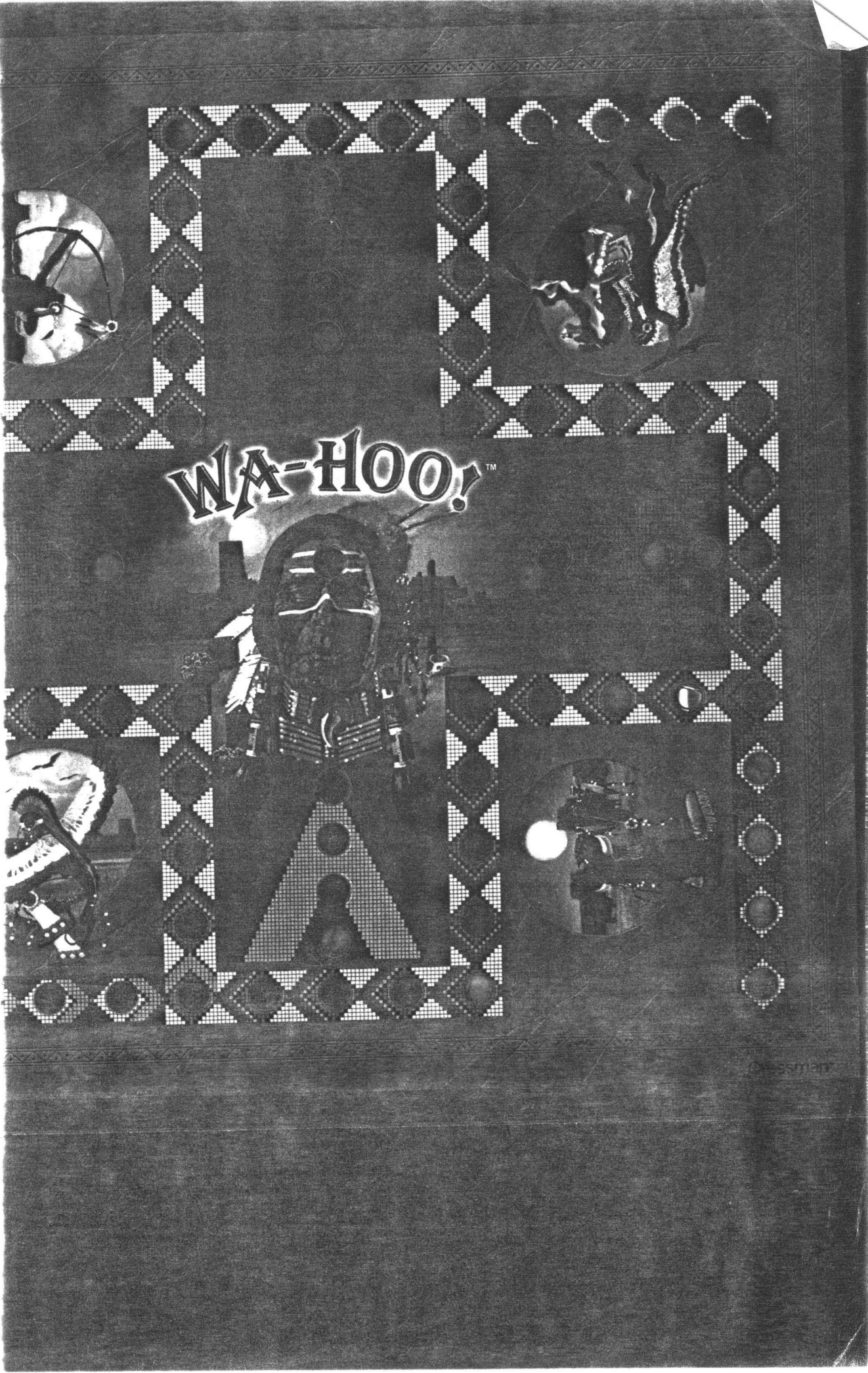
We invite your comments and inquiries concerning Wa-Hoo. Please send your correspondence to:

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