

Rules for Playing the Game of JACK THE GIANT KILLER

FOR TWO, THREE, OR FOUR PLAYERS

IMPLEMENTS consist of one large man to represent Jack and four other men to represent Giants, and a movable button indicator arrow.

THE OBJECT of the game is to see if Jack can kill the giants or the giants conquer Jack.

TO BEGIN. Place Jack on the big purple star at the bottom of the board and the 4 giants on the four blue star spaces near their castles

Jack has first spin and always moves to the right whereas the giant always move to the left.

If Jack leaps over a giant the giant is killed but if a giant leaps over Jack, the latter is not killed

When Jack has passed the first giant he tackles the next.

The purple diagonal spaces marked "protected" are safety spots for either Jack or the giants and leaps made while either party stands on one of those spaces do not count. If Jack and a giant fall on the same space the last comer has another turn.

TO WIN If necessary Jack must make 3 rounds and if in that time he does not succeed in killing all four giants, the giants win.

If Jack kills all the giants, Jack wins.

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