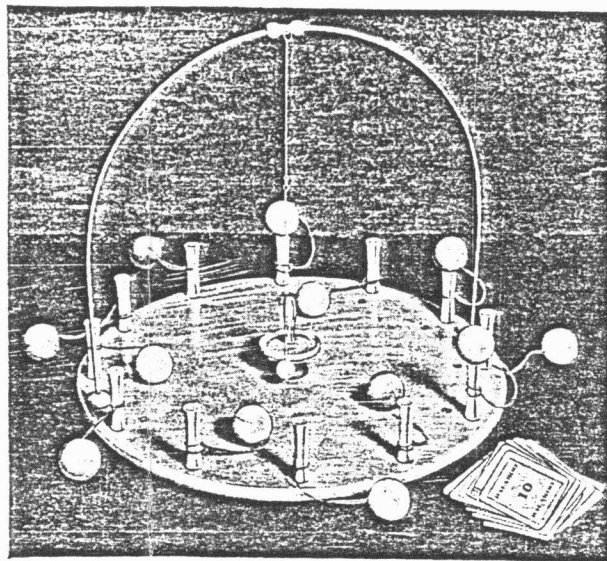


## ***A Party Game of Action for Two to Twelve Players***

**Entertaining! Exciting! Fascinating!**



# **BALAROO**

TRADE MARK

### **TO SET UP GAME**

Insert the ends of arch wire into the wooden projections on game-board. The ball on the suspension wires should hang over the centre of cup located in centre of game-board.

Set the twelve celluloid balls on their respective tees and the game is ready for play.

Game-board should be set on level surface before starting to play.

**TO SPIN TOP** Wind string around the knurled hub, hold handle in left hand and pull string moderately, giving top a spinning motion. Best results and action of game are obtained by spinning top slowly.

Spinning action of top may be improved by infrequent introduction of a drop of light oil between collar and hub of top. Oil both top and bottom bearings and wipe-off any surplus oil.

### **RULES OF PLAY**

**TWO PLAYERS** If only two play, the cards are not used but each player owns six balls as divided by the arch wire. The top is spun and placed in the centre cup, holding the suspended ball to one side. Release the ball in a circular path around the spinning top. The swinging ball gradually comes in contact with the projection on outside rim of top, driving the ball in varying directions. By this action, the celluloid balls are knocked off their tees. When all the balls are knocked off the six tees of one player, the top is stopped, and the opponent scores for each ball remaining on his six tees.

**THREE PLAYERS** Shuffle the pack of 12 cards supplied with the game, dealing 4 cards to each player. Card numbers denote ownership of respective balls. Spin top and proceed as above noted to determine winner.

**FOUR PLAYERS** Same as three players only dealing 3 cards to each player.

**FIVE PLAYERS** Discard two cards from pack and deal two cards to each player and proceed as directed to determine winner. Do not tee the two balls which are not in play.

**SIX PLAYERS** Deal two cards to each player.

**SEVEN TO TWELVE PLAYERS** Deal one card to each player and discard undealt cards. Do not tee balls represented by numbers on cards not dealt.

### **SCORING**

Scoring is done by each player anteing a chip, bean, or other token which is collected by the winner after each spin of the top.

Players should start with equal number of chips or beans and after play is ended, the one having the greater number is the winner of the game.

If for any reason all but one of the balls are not knocked off the tees with one spin of the top, the top is spun a second time to determine the winner.

Replacement parts if required may be supplied at reasonable prices direct from manufacturer.

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**MILTON BRADLEY COMPANY**  
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