

BLACKOUT

For Two, Three or Four Players

IMPLEMENTS

Two (2) dice; one hundred (100) black squares, and one hundred (100) round counters.

OBJECT

The playing board represents four brilliantly lighted metropolitan cities, each divided into 25 numbered sections. The object of the game is to be first to BLACKOUT all the sections in *your* city, by covering them with the black cardboard squares.

METHOD OF PLAY

Each player takes his position at a corner of the board playing on the city with the numbers facing him. Each player takes twenty-five counters and a supply of black squares.

TO START THE GAME each player puts a counter in the center of the board to form a pool and covers the unnumbered square in the center of his city with a black

square. Each player throws the dice in turn, highest total plays first. The order of turns is from left to right.

The first player throws the dice.

1. If he throws any of the following:

1—6 2—5 3—4

which total 7 (see Diagram), he puts 1 counter in the pool.

The pips on the dice are added when their sum equals

7. Examples:



2. If he throws double 6, he covers any one space in his city with a black square.

3. If he throws any of the following doubles:

1—1 3—3 5—5
2—2 4—4

he removes 1 black square from the city of the player at his left.

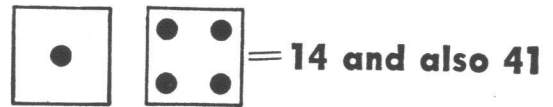
4. If he throws any of the remaining combinations:

1—2 2—3 3—6
1—3 2—4 4—5
1—4 2—6 5—6
1—5 3—5 6—4

the dice are read sidewise two ways, and the player covers sections with corresponding numbers in his city.

Combinations other than doubles will read as follows:

EXAMPLE: when 3 and 6 are thrown they are read as 36 and 63 as below.



With any of the above numbers the player reads the dice both ways and covers corresponding numbered spaces in his city with black squares.

A player continues his turn of throwing the dice as long as he can cover numbered spaces — throws doubles — or numbers which add up to 7. When he throws numbers which he has already covered, his turn is ended.

Then the dice pass to the next player at his right who can cover these numbers. This player immediately covers these two numbers in his city and proceeds with his turn until he throws numbers which he has previously covered. Then the turn passes to the next player as above.

When a player throws numbers which he has already covered and which are also covered by the player next to him, the turn passes to the first player at the right who can cover these numbers. If all players have the numbers

covered, the dice are retained by the player making the throw who continues his play.

When a player throwing two numbers has only one of them uncovered, he covers that number, and the dice and play pass to the first player at his right who has the remaining number uncovered. If none of the players have the other number to cover, the dice are retained and the player making the throw continues his turn.

Play continues in this manner until one player succeeds in obtaining a BLACKOUT. A BLACKOUT is a complete covering of his city with black squares.

Winning the Game

The player first to get his city covered announces: "BLACKOUT" and wins the game. He collects all of the counters in the pool and each player pays the winner one counter for each of his (the player's) spaces not covered when the game ends.

Should a player win on his first turn by covering all the spaces in his city, he collects five counters from each player instead of one counter for each uncovered space.

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