

Rickety Rackety Roo

A game for two, three, or four players

BY A. MARR ADAM

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PLAYING EQUIPMENT

Playing board, two dice, four colored pawns and four sets of colored counters.

OBJECT OF GAME

In Rickety Rackety Roo, a player's objective is to monopolize as many of the Roo blocks as he can. This is accomplished by forming more three-counter rows—horizontally, vertically, or diagonally—than opponents. Each Roo block is made up of three horizontal, three vertical, and two diagonal rows of black spots. A player is credited with 10 points for the formation of a three-counter row in any of the above mentioned directions.

EXAMPLE: Should player form but one three-counter horizontal row in Roo block 1, he assumes a score of 10 points for play in that Roo block. If he be fortunate enough to form three three-counter rows, either horizontally, vertically, or diagonally, he assumes a score of 30 points for play in Roo block 1. If a player should fill an entire Roo block, he would score 30 points for the horizontal rows, 30 points for the vertical rows, and 20 points for the diagonal rows, a total of 80 points.

Rule 1. Selection of a player's PAWN and COUNTERS according to color, may be done either by agreement or by throws of the dice. If dice are thrown, high man plays RED PAWN and COUNTERS. Next high plays with GREEN PAWN and COUNTERS. Player rating third in dice points uses YELLOW equipment; and low man becomes BLACK contestant. In case of ties, dice are thrown until tying throws are broken.

Rule 2. Having assumed proper color status, RED contestant throws dice to move playing PAWN around track. He is followed in turn by GREEN contestant, who finally is trailed by the YELLOW and BLACK opponents.

Rule 3: After players throw dice, they move playing PAWNS, according to dice points, leftward around board from position marked START. The track block upon which a player's PAWN rests after completion of move according to dice points, indicates the Roo block on the board in which he is permitted to place one of his colored COUNTERS.

EXAMPLE: If a player's PAWN stops on track block 4, then, he is eligible to place one of his colored COUNTERS in Roo block 4. If he stops on track block 5, then, he is eligible to place one of his colored COUNTERS in Roo block 5.

SUGGESTION

The player who is first to play an open Roo block, should place his COUNTER on the center black spot of that Roo. This is a bit of stratagem which permits him access to a greater number of optional rows in case an originally attempted row be blocked by an opponent.

Rule 4. If a player be designated to play a Roo block which, although incomplete, shows that there is no possibility of starting a three-counter row in any direction, nevertheless, he must place a COUNTER in that Roo—if only for the sake of blocking an opponent's row.

Rule 5. When a Roo block has been played out—that is, when there is no chance for a player to start a three-counter row in any direction, or to block an opponent's row—then, that Roo block is considered DEAD. Any contestant whose PAWN stops on a track block indicating play in a DEAD Roo, must rest until the dice have been handled by other players and it is again his turn to throw them.

Rule 6. When all of the Roo blocks have been played out, the game is ended, and players compute their scores by determining the number of three-counter rows they have been able to form in the nine Roo blocks.

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