

GAME OF ARABIAN NIGHTS

two to four players

- *Place men on squares marked START.
- *First player shakes dice and takes the same number of steps as indicated on dice.
- *If player stops on a scoring area he credits himself accordingly.
- *Player goes out of scoring area by any path he chooses on his next turn.
- *If player shakes a number too large to stop on the scoring area in his path then he counts the area as one step and goes on through without scoring.
- *If player stops on a penalty square he loses ten points from his score.
- *Player should decide the best path for him to take BEFORE he moves his man, otherwise he might forget where he was standing.
- *Player may go in any direction when he comes to an intersection of paths.
- *Player may double back on his path on his next turn but not before he has stopped.
- *If player is back at his starting point by the end of the game or before, he adds fifty points to his score.
- *Player with highest score wins game.

NATIONAL GAMES INC.
WEST SPRINGFIELD, MASS.