

After the group of Outlaw Circles has been scored, the playing pieces are left standing on it until the final scoring at the end of the game.

### THE WINNER

The game ends when all the playing pieces have been played on the board. Group by group, each player adds up his total score of captured Outlaws, including of course, all his doubled scores from having captured a Rin Tin Tin Outlaw Circle. Next, he adds up his score of "Boodle" or stolen gold, as shown on his Boodle Cards. He adds up only the **NUMBERS** on the cards, and **IGNORES THE MILLIONS**. For example, \$2 Million counts for 2 in scoring, and \$0 Million counts for nothing—zero.

Now he adds his two scores together—one of captured Outlaws and one of captured Boodle, for his final score.

#### Example:

If a player captured 14 Outlaws in the four different Territories, and one \$10 Million Boodle Card, and one \$0 Million Boodle Card, his score tallies:

14	Outlaws
10	Boodle
0	Boodle
24	<b>TOTAL SCORE</b>

His final score is 24, and if no other player has a higher score, he is the winner.

If there is a tie in the scores of two or three players, each one should draw a new Boodle Card, and add it to his score. (If all the Boodle Cards have been drawn, shuffle them all together again before drawing.)

**NOTE:** When only three play, at the end of the game, there will be several groups of Outlaw Circles not completely covered with playing pieces. Score these groups just like the others; that is, the player capturing the Rin Tin Tin Outlaw Circle doubles his score for that group.

When only two play, each can play with 2 full squads (20 men and 4 Rin Tin Tin figures) in 2 colors.

MANUFACTURED BY

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THE ADVENTURES OF

# RIN-TIN-TIN GAME

For 2 to 4 Players



### PLAYING DIRECTIONS

A band of desperate outlaws have held up a stagecoach, robbing it of a shipment of U.S. Treasury gold bound for Fort Apache. After dividing up their stolen treasure or "boodle," the outlaws have gone into hiding in the four different Territories of the West. Rin Tin Tin and a detachment of U.S. Cavalry, composed of 4 squads of Cavalrymen, have been sent into the Territories to capture the outlaws and recover the gold. Each squad hopes to return to the Fort with the greatest number of captured outlaws and the biggest amount of "boodle."

### OBJECT OF PLAY

The object of the game is for each player to capture as many "Outlaw Circles" as possible and collect the biggest amount of "Boodle." Players draw Boodle Cards all during the game but keep them secret till the end. Player with the highest combined score of Boodle and captured Outlaws is the winner.

### PIECES OF THE GAME

One playing board, representing the four Territories of the West.

40 U.S. Cavalrymen in 4 different squad colors, purple, pink, white and black.

8 Rin Tin Tin figures, 2 of each squad color (press figures out of the platform before playing).

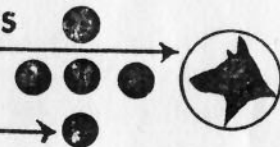
1 Spinner on platform.

8 Boodle Cards, marked \$0 Million, \$2 Million, \$5 Million, and \$10 Million.

The outlaws and their stolen gold are hiding in the 4 Territories of the West, shown by the Red, Yellow, Blue and Green sections on the board.

### GROUP OF 6 OUTLAW CIRCLES

Rin Tin Tin Outlaw Circle  
Ordinary or Colored Outlaw Circles



The outlaws are represented by the Outlaw Circles—five colored or ordinary Outlaw Circles and one Rin Tin Tin Outlaw Circle in each group of 6. Each Circle represents one outlaw. The Cavalrymen are represented by the colored playing pieces—each piece stands for one Cavalryman. There are 10 men to a squad. Rin Tin Tin is represented by his cut-out figure, two to a squad in matching squad colors. The Boodle or stolen gold is represented by the printed Boodle Cards.

## START OF PLAY

Shuffle the deck of Boodle Cards and place the deck face down in the center of the playing board. Now each player chooses a squad of ten Cavalrymen and two Rin Tin Tin figures in his squad color—black, purple, pink or white.

## CAPTURING OUTLAW CIRCLES

An Outlaw Circle is captured by covering it with a playing piece. A player may capture an ordinary Outlaw Circle only with a Cavalryman and a Rin Tin Tin Outlaw Circle only with a Rin Tin Tin figure. He may play only one piece on his turn, spinning the spinner once to determine his move.

If the spinner falls on a COLOR, this indicates he may play ONE CAVALRYMAN on any unoccupied ordinary Outlaw Circle in the Territory of that color.

For example, if the spinner falls on BLUE, his Cavalryman must be played on any unoccupied ordinary Outlaw Circle in the BLUE Territory. If the spinner falls on RED, then the Cavalryman may "capture" any vacant ordinary Outlaw Circle in the RED Territory.

If the spinner indicates a Territory in which there are no more unoccupied ordinary Outlaw Circles, the player *forfeits his turn of play until the next round.*

## FREE COLOR CHOICE

If the spinner falls on Free Color Choice, the player may play his Cavalryman on any unoccupied ordinary Outlaw Circle in any one of the 4 Territories.

If the spinner falls on a line, spin again.

## RIN TIN TIN OUTLAW CIRCLES

When the spinner falls on Rin Tin Tin, a player may place one of his Rin Tin Tin figures on any unoccupied Rin Tin Tin Outlaw Circle on the board.

If he has spun Rin Tin Tin, but has no more Rin Tin Tin figure with which to play, he may place a Cavalryman on any unoccupied ordinary Outlaw Circle on the board.

If, towards the end of the game, a player has no Cavalryman left, but has a Rin Tin Tin figure, and there is still a Rin Tin Tin Outlaw Circle open on the board, he may place his figure on it at his next turn, without spinning.

## SCORING TO DRAW BOODLE CARDS

As soon as a group of 6 Outlaw Circles in a Territory is covered by playing pieces, it should be scored. The player with the highest score of captured outlaws in that group may then draw a Boodle Card from the center of the board. He keeps it secret till the end of the game.

Each one of the Outlaw Circles in the group of 6 counts for ONE CAPTURED OUTLAW when COVERED BY A PLAYING PIECE. For each ordinary OUTLAW CIRCLE a player has covered with a Cavalryman, he scores ONE CAPTURED OUTLAW. For each RIN TIN TIN OUTLAW CIRCLE he has covered with a Rin Tin Tin figure, he scores ONE CAPTURED OUTLAW and also **DOUBLES** his score of captured Outlaws in that group. That is if he has captured the Rin Tin Tin Outlaw Circle, plus one or more ordinary Outlaw Circles **IN THE SAME GROUP**, he adds up his total score of captured Outlaw Circles, and then multiplies it by two.

EX: If a player has captured 3 Outlaw Circles in a group of 6 his score is only "3" captured outlaws. But if ONE of the 3 Outlaw Circles he has captured is the Rin Tin Tin Outlaw Circle his score is automatically doubled from 3 to 6 ( $3 \times 2 = 6$ ).

Black Squad captured the Rin Tin Tin Outlaw Circle and doubles its score,  $2 \times 3 = 6$ , winning the chance to draw a Boodle Card, because White's score is only 3 for this group. In the case of a tie when scoring a group of 6 Outlaw Circles (for example, when the score is tied 2-2-2), the player who has captured the Rin Tin Tin Outlaw Circle, gets the chance to draw the Boodle Card.

