

KERPLUNK

A game for 2 to 4 players

All the Skinny Sticks sit in the tube and the marbles sit on top. Then, you pull out one Skinny Stick at a time. But watch out! If any marbles go KERPLUNK—they count against you!

OBJECT OF THE GAME

To skillfully pull out Skinny Sticks and drop as few marbles as possible.

MATERIALS

Plastic Tube • Base with four numbered Compartments • Marbles • Skinny Sticks

PREPARATION

Stand the tube in the base as shown (SEE DIAGRAMS 1 AND 2).

PLACING THE SKINNY STICKS: All the Skinny Sticks are inserted in the tube. Place one end of a stick in one of the holes in the tube, push it through the tube and out a hole on the other side (SEE DIAGRAM 3). The sticks should be placed at random, crossing each other in different directions.

DROPPING THE MARBLES DOWN THE TUBE: When all the sticks have been placed in the tube, drop all the marbles down the hole in the top of the tube, so that they rest on the web of sticks. If any marbles should fall through the web of sticks and roll out the opening in the bottom of the tube, drop those marbles down the top hole again.

Notice that the compartments at the base of the tube are numbered one through four. Each player selects one compartment, and uses it throughout the entire game.

One player is chosen to go first, and play continues, in turn, to the left.

TURNING THE TUBE

The first player turns the tube, so that the opening in the base of the tube is in line with his compartment. This is done as slowly as possible, to avoid moving the marbles.

PULLING SKINNY STICKS

The first player chooses any one stick in the tube, and then pulls that stick out of the tube.

The first Skinny Stick that the player touches, is the stick he must pull.

He may steady the tube, by holding it with one hand. The player holds one end of the stick and pulls as carefully as possible, to avoid moving the marbles and causing them to fall. He keeps pulling until the stick is entirely out of the tube.

Once the Skinny Stick is pulled out, the player places it on the table in front of him. His turn is over.

The player on his left goes, and turns the tube so that the base opening is in line with his compartment. He then chooses one stick to pull.

NOTE: The first player's turn is over when the next player actually touches either a Skinny Stick or the tube. If any marbles drop before the second player has touched the tube or a stick, those marbles are added to the first player's score.

FALLING MARBLES

If any marbles fall during a player's turn, they will automatically drop into that player's compartment. The marbles are not removed from any players' compartment, until the end of the game. In this way, each player has a record of the number of marbles that dropped during his turn.

ENDING THE GAME

The game continues until all the marbles have fallen off the Skinny Sticks. At this point, the game is over even if there are sticks remaining in the tube.

SCORING

When all the marbles have fallen into the base, each player counts the number of marbles in his compartment.

WINNING THE GAME

The player having the least number of marbles wins the game.

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