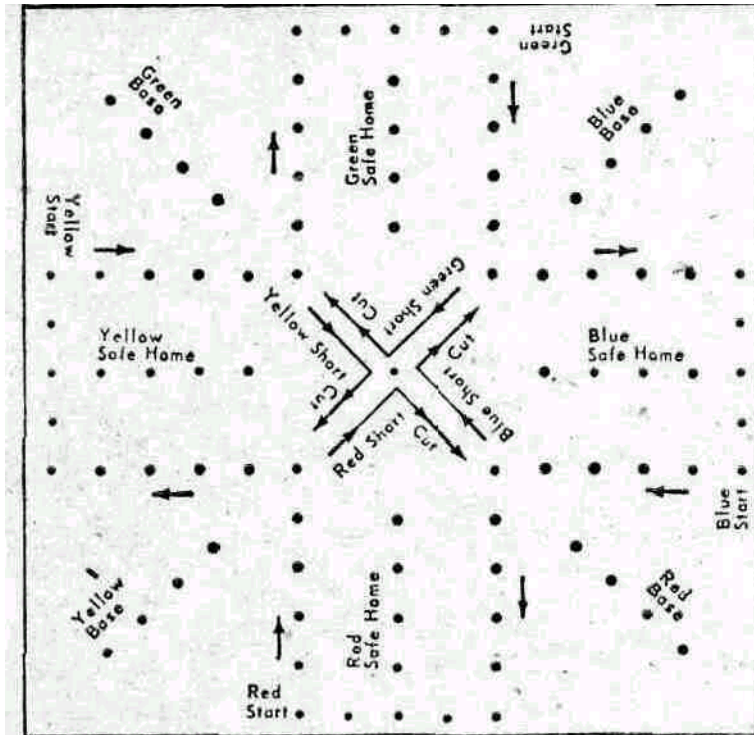


Aggravation

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OBJECT:

To move all four of a player's marbles around the board from base position to "home safe". You don't HAVE to be AGGRAVATING but it helps!

INSTRUCTIONS for Play as Individuals:

Each player rolls his die once to determine who plays first. Player rolling highest number is first and chooses his color, placing the four marbles in "base" position as shown on diagram. Play will proceed to the left, each player choosing his color and placing his four marbles in his "base" position.

With all marbles now in "base" position, first player rolls his die. Either a one or a six must be rolled to take a marble from base to "start" location marked by single hole of the player's color. Players roll their die in turn, moving marbles which have been started the exact number of places permitted by number rolled. When a one or six is rolled, player has choice of moving a "started" marble that number of places or starting a new marble. Also, the rolling of a six entitles that player to an additional turn IF he was able to use the six just rolled.

As play proceeds, a player may not jump or land on a marble of his own color. However, when a player's move lands his marble on a space occupied by another's marble, he may AGGRAVATE by replacing that marble with his own. The AGGRAVATED player must then re-start the marble from his "base" position. Marbles are ALWAYS subject to Aggravation until in "safe home". First player with all four marbles "safe home" is winner of the game.

TAKING A SHORT-CUT:

The hole in center of the board is a "short-cut" and may be used only if the player's marble is still in the line of holes marked by his "start" position. Also, to use the "short-cut", a player must roll the exact number which would place him in the center hole if he chose to use it, otherwise he must proceed around the board. When you land in the center hole to take the "short-cut" you must roll a 1 to come out on the right side and head for your "safe home". Watch out! You may be AGGRAVATED from this position.

Aggravation for four players as partners

Partnership play proceeds exactly the same as play by individuals UNTIL one partner succeeds in placing his four marbles in "safe home". He may then continue in his regular turn and help his partner do the same until all eight marbles of the partners are "safe home". First team to fill their "safe home" positions is the winner.

