

★

RULES FOR PLAYING THE GAME OF BANTU

★

COPYRIGHT 1955 BY

Parker Brothers Inc.

SALEM, MASSACHUSETTS
NEW YORK SAN FRANCISCO CHICAGO
MADE IN U.S.A.

For 2, 3 or 4 Players

INTRODUCTION

BANTU is the most unusual game developed in years. There are no dice, spinners, or cards used in the game. Moves are controlled entirely by the position of the playing pieces. The game is easily learned, the play is exciting, and the outcome is in doubt until the last play.

OBJECT OF THE GAME

The object of the game is for each player to move all of his pieces from their various starting positions around the track to the area marked "Finish." The first player to do this wins the game.

THE EQUIPMENT

The equipment consists of 4 sets of 4 playing pieces, each set of a different color, and each set numbered from 1 to 4, and a colorful playing board designed as follows:

The Starting Spaces, which are the 4 spaces numbered from 1 to 4 in the center section of the board.

The Starting Lines, which are the 4 rows of 4 circles each, on an orange background, adjacent to the starting spaces.

A Row, which consists of one or more circles joined together by a maroon background.



Diagram 1

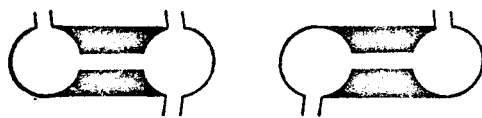


Diagram 2

Diagram (1) shows three circles in a row, the fourth circle in the same line is not connected and is, therefore, not a part of the row. Diagram (2) shows 4 circles in the same line. They are connected in pairs, forming two rows.

Starting lines, rows, and single circles are joined together to form a *Track* around the board.

PREPARATION

Each player selects a color and places the 4 playing pieces of his color on the 4 starting spaces with the corresponding numbers; that is, the number 1 piece on starting space number 1, etc.

THE PLAY

The player selected to go first moves any one of his pieces that he wishes from its starting space to *any one of the four circles* on the adjacent starting line. The player to his left then plays in a similar manner. He may start a piece on the same starting line as the first player, or he may start a piece on one of the other starting lines. Other players play in turn in the same manner until each has a piece on a starting line.

On his second turn a player may either start another piece in the same manner as on his first play, or he may move forward a piece that he has already started. *This choice exists throughout the game*, whenever a player has a piece in any one of the starting spaces. A player may move only one of his pieces on any one turn. Movement of pieces is forward in a clockwise direction around the board toward the space marked Finish. Sideways moves are permitted along a row, but a piece may not retrace its steps along the same row in a single turn. *Pieces may never move backward, nor may they cross to unconnected circles.*

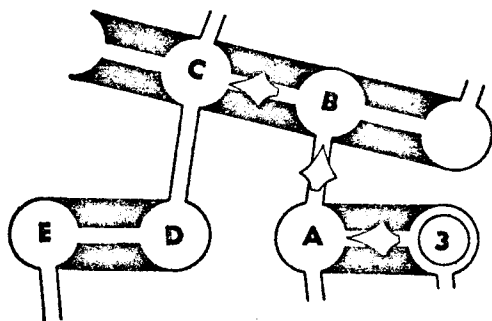


Diagram 3

Diagram 3 shows a player's number 3 piece about to move to circle C as shown by the arrow. He cannot move from circle A to circle E, as he cannot cross an open space, nor can he move backwards through circle C, even if he had sufficient moves to do so.

The number of spaces moved is determined by the numbers on the top of the pieces. *When alone in a row*, a piece must move a number of circles corresponding to the number on top of that piece; that is, the number 3 piece must move three spaces, etc. When 2 or more pieces, regardless of color, are abreast

in the same row or starting line, then the number of circles to be moved is determined by adding together the numbers on the tops of all the pieces in that row or starting line. For example: If the Red 2, the Green 3, the Blue 4 and the Yellow 4 were all abreast in one row, or starting line, the player whose turn it is would be entitled to move his piece 13 circles as this represents the total count on the tops of all the pieces on the row before he started his move.

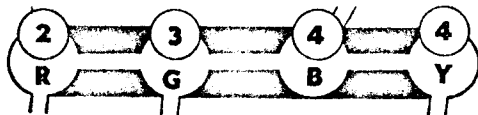


Diagram 4

Diagram 4 shows the Red 2, Green 3, Blue 4 and the Yellow 4 abreast on a connected row. If the player whose turn it is decides to move his piece in this situation, he must move a full 13 spaces, as a player *must* always move the full number of spaces to which he is entitled.

CAPTURING

If a player lands by exact count on a space occupied by an opponent's piece, he removes that piece and returns it to its original starting space. This piece may be restarted at any time.

There are two conditions under which pieces cannot be captured —

(1) When pieces rest on the starting lines, the circles on which they rest are safety circles.

(2) When two or more pieces are abreast in the *same row*, whether of the same color or not.

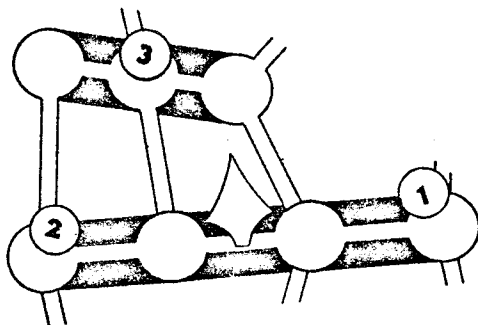


Diagram 5

Diagram 5 shows Red's number 1 piece, Green's number 2 piece, and Blue's number 3 piece. The Red and Green are protected and cannot be captured, as they are in the same row. The Blue piece, however, is in an exposed position, as it is alone. If it were Red's turn to play, he could move three circles and send the Blue 3 back to its starting position.

At no time may 2 pieces rest on the same space, nor can one piece pass over another piece, whether of its own or another color. A player must move whenever it is possible for him to do so. If he cannot move, he loses his turn.

THE FINISH

The first player to move all four of his pieces into the area marked "Finish," wins the game. It is not necessary to reach the finish area by exact count, and this area may be entered from any one of the 4 spaces marked with an arrow.

Short Game of BANTU

In this game players use their 1, 2, and 3 pieces only. The 4 piece is not used. The rules are the same as in regular BANTU. The player moving all of his pieces into the Finish first wins the game.

PARTNERSHIP BANTU

In the partnership game, partners sit opposite each other. The game is played the same as regular BANTU. Partners although playing individually help one another and win the game by moving all eight of their playing pieces into the Finish before their opponents.

Questions on the play of BANTU will be answered gladly if a three-cent stamp is enclosed. Address PARKER BROTHERS, INC., Salem, Massachusetts.

OTHER

PARKER GAMES

YOU WILL ENJOY

MONOPOLY

CLUE

DIXIE POLLYANNA

SORRY

ASTRON

HOLLYWOOD GO

ART-TUBE FINGER PAINT

BANTU © 1955 Parker Brothers Inc

