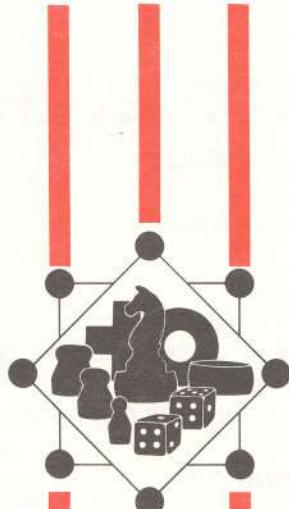


# DROP EVERYTHING

Aléx Randolph  
for 2 or 4 players



**ABRA**  
**PRODUCT**  
MADE IN DENMARK

# DROP EVERYTHING

Alex Randolph

for 2 or 4 players

## Equipment:

A 2-piece board-assembly.

2 yellow and 2 blue tube-like playing pieces.

45 red discs.

11 discs fit in each playing piece.

## Preparations:

1. Place the 2 yellow and the 2 blue tube-like pieces on diagonally opposite corner-emplacements.
2. Fill each piece with 11 red discs. (One disc is left over.)

## Game for 2 Players.

**1. Objective.** One player moves the yellow tube-like pieces - the other the blue - dropping red discs in the holes along the way. First to empty both his pieces is the winner.

**2. Fair start.** Player who makes the first move has a clear advantage. To neutralize this advantage, proceed as follows: a) One player drops the left-over red disc in any hole of his choosing. (Only 43 empty holes are left - therefore one player will certainly not be able to "drop everything".) b) The same player then makes a move with one of the yellow pieces . c) At this point his opponent decides whether he wishes to play with yellow or blue. If he chooses yellow, he accepts the first yellow move as his own. Or else he chooses blue. In either case, the player with the blue pieces makes the next move.

**3. Moves.** On each turn move one of your two pieces any distance along one of the marked lines on the board (provided your path is not obstructed by another piece.) You may drop discs into empty holes as you pass over them, but you may also move over holes that have already been filled. At the end of your move, your piece must stop precisely over one of these hole-emplacements.

**4. Empty pieces.** As soon as a piece is empty, it must be removed from the board.

**5. End of game.** First player to "drop everything" (both his pieces empty) wins the game.

## Game for 4 players.

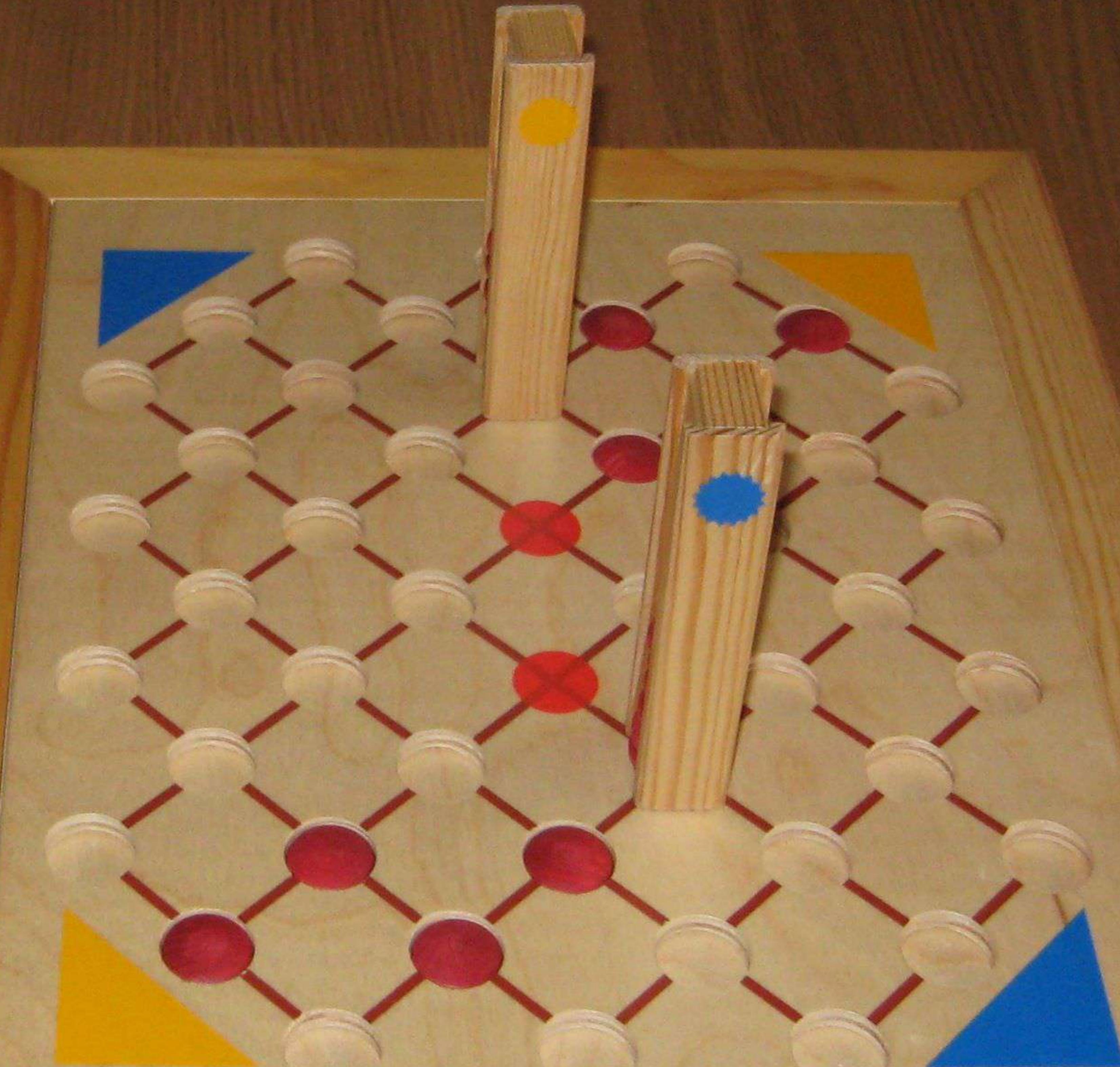
The rules are the same as for the game for 2 players, except for the following:

1. Players sitting opposite are partners.
2. After the "fair start" procedure (see above), each player selects a particular piece. (Pieces have different markings.)
3. Play in turn clockwise.



P. O. BOX 281  
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A 2-piece board assembly  
2 yellow and 2 blue tube-like playing pieces  
45 red discs  
11 discs fit in each playing piece

### Preparations:

1. Place the 2 yellow and the 2 blue tube-like pieces on diagonally opposite corner-emplacements.
2. Fill each piece with 11 red discs. (One disc is left over.)

### Game for 2 Players.

1. Objective. One player moves the yellow tube-like pieces - the other the blue - dropping red discs in the holes along the way. First to empty both his pieces is the winner.

2. Fair start. Player who makes the first move has a clear advantage. To neutralize this advantage proceed as follows: a) One player drops the left-over red disc in any hole of his choosing. (Only 45 empty holes are left - therefore one player will certainly not be able to "drop everything".) b) The same player then makes a move with one of the yellow pieces. c) At this point his opponent decides whether he wishes to play with yellow or blue. If he chooses yellow, he accepts the first yellow move as his own. Or else he chooses blue. In either case, the player with the blue pieces makes the next move.

3. Moves. On each turn move one of your two pieces any distance along one of the marked lines on the board (provided your path is not obstructed by another piece.) You may drop discs into empty holes as you pass over them, but you may also move over holes that have already been filled. At the end of your move, your piece must stop precisely over one of these hole-emplacements.

4. Empty pieces. As soon as a piece is empty, it must be removed from the board.

5. End of game. First player to "drop everything" (both his pieces empty) wins the game.