

Headache

Kohner Bros., 1968

CONTENTS:

1 Plastic playing board
16 “Men”; 4 each of 4 colors

OBJECT:

To capture your opponent’s Men (Cones).

WHAT EACH PLAYER SHOULD KNOW BEFORE GAME STARTS:


1. TO “POP” A NUMBER - Press down “POP-O-MATIC” cube shaker and release. If either die does not land flat, pop again.
2. TURNS - Players take turns clockwise. At each turn, a player must make one “POP” and one MOVE. Each time a red spot on cube shows up player is entitled to a bonus “POP” and MOVE.
3. TO CAPTURE OPPONENT’S MEN - Game starts with Single Men .

In the course of the game players try to CAPTURE OPPONENT’S MEN. You capture a MAN by landing your MAN on top of it. A MAN with one or more captives under him becomes a “STACK”.



NOTE: A “Stack” always belongs to the player whose Man is on top of it.



4. TO MOVE A MAN OR A “STACK”:
 - a. You move one of your Men or “Stacks” as many spaces as the number shown on cube, after pressing “POP-O-MATIC”.
 - b. When moving your Men or “Stacks”, all spaces on playing board are counted whether they are empty or occupied. All Men or “Stacks” which are by-passed remain undisturbed. **Before** moving your Man or “Stack,” check whether move is possible.
 - c. If you land one of your Men or “Stacks” on a space occupied by an opponent’s Man or “Stack” you capture it.
 - d. You must not land on your own Single Men or your own “Stacks.” If all moves available would result in landing on your own Men or “Stacks”, repeat “POP”.

- e. Single Men can be moved clockwise only (as indicated by arrows). “Stacks” can be moved either clockwise or counter-clockwise.
- f. Each move must be completed in one direction only.
- g. The game board has an OUTER TRACK (solid black) and an INNER TRACK (black with dividing line). At each CROSS-OVER SPACE marked  player has the choice of remaining on the same track or crossing over to the other track. (Single Men and “Stacks” may land on CrossOver Spaces.)

5. **STARTING THE GAME:** Each player selects a 4-man team of one color and places his Men next to him outside the playing board. Player should have his STARTING SPACE nearest to him.

Note: A player’s STARTING SPACE is the CROSS-OVER SPACE  directly below the  Triangle of his color. See diagram example No. 2.

Note: If there are only two players they should sit opposite each other.

- 6. Each player “pops” - highest number starts the game.
- 7. Each player must use his first four turns to enter all of his Men on the track (Bonus “POPS” cannot be used to enter Men on track; however, bonus “POPS” can be used to move Men previously entered).

At each turn, player will:

1ST. SET ONE MAN ON HIS STARTING SPACE BEFORE PRESSING “POP-O-MATIC”.

2ND. PRESS DOWN “POP-O-MATIC”.

3RD. MOVE THE MAN JUST ENTERED AS MANY SPACES AS “POPOMATIC” DIRECTS.

NOTE: Player MUST NOT land on opponent’s STARTING SPACE UNTIL opponent has all of his Men on playing board. Player at starter’s left is next to play.

- 8. Once all of his Men have entered the playing board, a player has free choice as to which of his Men or “Stacks” he wishes to move at each turn.
- 9. A player is eliminated and retires from the game after he has lost all of his Men and “Stacks”. Other players continue until one player has captured all of his opponents’ Men and “Stacks” He is the WINNER of the game.

For Added Strategy

Follow general rules except that all CROSS-OVER SPACES  become “Safety Spaces” on which Men and “Stacks” CANNOT be captured.

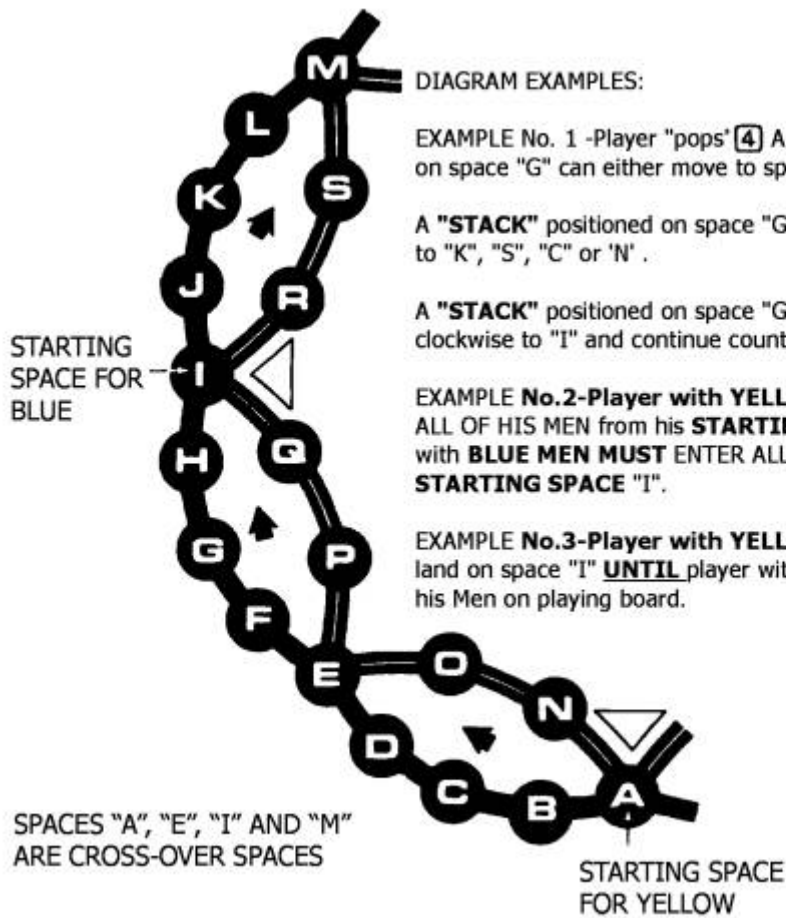


DIAGRAM EXAMPLES:

EXAMPLE No. 1 -Player "pops" 4 A SINGLE MAN positioned on space "G" can either move to space "K" or space "S".

A "STACK" positioned on space "G" has a choice to move to "K", "S", "C" or 'N' .

A "STACK" positioned on space "G" **CANNOT** move clockwise to "I" and continue counter-clockwise to "P".

EXAMPLE No.2-Player with **YELLOW MEN MUST ENTER ALL OF HIS MEN** from his **STARTING SPACE "A"**. Player with **BLUE MEN MUST ENTER ALL OF HIS MEN** from his **STARTING SPACE "I"**.

EXAMPLE No.3-Player with **YELLOW MEN MUST NOT** land on space "I" **UNTIL** player with **BLUE MEN** has all of his Men on playing board.