

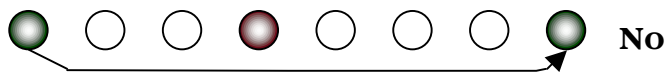
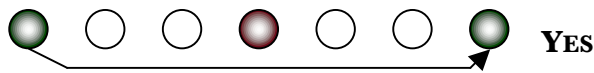


The two players each place ten marbles of one color in the holes of their colored triangle. The object of the game is to advance your marbles through a variety of moves and jumps down the board into the opposite triangle.

The first player to jump all his marbles into the opposite triangle is the winner.

THE JUMPS

- “MOVES” and “JUMPS” may be made in any direction following the lines on the board.
- “MOVES” are made only one hole per turn without jumping OVER another marble.
- “JUMPS” are made in three different ways:
 1. A player may jump his marble over any one marble next to his into an empty space. This jump may be done as many times in succession as possible. Two or more marbles next to each other may **NOT** be jumped over.
 2. A player may jump the same number of empty spaces ahead of another marble as are between the marble in play and the other marble, for example:



3. In any one turn a player may combine all of the jumping methods to make extended jumps. This can involve jumping backward, sideward, and forward.

MAKE UP YOUR OWN VARIATION OF THE GAME:

1. Permit each player to begin the game by placing one odd colored marble in any empty hole to assist his jumping strategy.
2. Play “And One” which allows the marble in play to be moved one hole in any direction at the end of any series of jumps.

A MESSAGE FROM THE HILL FAMILY:

This board game was originally designed in the 1970's by Mark F. Hill. Many years after his death, his daughters and wife decided that this beloved family game, hand made by their dad and husband, should be shared with others. We have updated the graphics, enhanced the appearance and changed its name from his original choice of “Kangaroo” to “Kangaroo Hill” in his honor. We hope that you will have as many enjoyable family times with this game as we have had.

Handcrafted in the USA

