

IMPLEMENTS: Three Red Men, three Blue Men, and an Indicator (1 - 6)

THE OBJECT of the game is to capture all your enemy's men.

TO SET UP THE BOARD: Place one set of the men on one end on the two home spaces and the centre black space, and the other set likewise at the other end.

TO BEGIN: Spin the Indicator; the highest spins again, and moves his man in any direction on the outside road for the number of spaces spun at either end of his arrow. Should a player fall upon the same space as that held by the enemy, the enemy is "bounced" to the nearest black and white spot in the centre, and there it must stay until it can move to one of the four red and black spots, and thus re-enter the outside road.

TO WIN: The player who can first "bounce" all his opponent's men into the centre space, wins the game.

RULES.

- 1.-- When a player is on the centre spots, he may move his man either way, but only for the sum at the pointed end of the arrow.
- 2.-- When a player has two men "bounced" to the centre, he forfeits his right to bring them out. They must remain where they are.