

square and also the privilege of two additional throws. But, by rules 9 and 10, no man may be entered in advance of one already entered, or on a square already occupied by two men, or on the entrance square if occupied by another player. Men entered under this rule begin by moving down the arm of the cross, through the entrance square, into the regular circuit of the board. Men taken up in the course of play can re-enter only in the proper entrance square, and on a throw of 5. —Thus, the method of play differs from that above described, only in the mode of *entering the men at the beginning of the game.*

NOTE.—An American lady, living in Italy, brought this game, on one of her homeward visits, for the amusement of a circle of her friends. They became interested in it, and gave it, among themselves, the lady's name. It has gradually become widely known, under the same designation, and is highly popular wherever it has been played. The rules we here present are those by which it has always been played by the original players in this country; to one of whom we are indebted for this statement of them. It is substantially the same as that furnished by the same gentleman to a California friend, who had it printed in a San Francisco newspaper.

The game somewhat resembles Pachesé; but is considered superior to it.

## DIRECTIONS FOR PLAYING THE GAME OF LOUISA.

Two, three, or four persons can play this game. When there are four players, they may be independent of each other, or play, two and two, as partners. Partners enter at opposite arms of the cross.

IMPLEMENTS.—A Louisa board; four men for each player; and two dice-cups and two dice, to be used by all the players in common, constitute the implements of this game.

THE GAME.—The red squares, at the centers of the ends of the four arms of the cross, are the entrance squares or starting places of the players. Each player has his own entrance square, assigned him at the outset of the game. When less than four persons play, only two or three entrance squares are used as such; but the men are always moved, in playing, round the whole circuit of the board. Each player enters his men as he has the opportunity, on his own entrance square, and moves them from that square, towards the left (or with the sun), round the circuit of the board, keeping on the outer or border squares of the successive arms of the cross. He then moves them through his own entrance square, down the central line of squares in his own arm of the cross, to the castle. He can never leave the border squares, except in his own arm of the cross, and after having made the circuit of the board. The object of each player is to carry to the castle all the four or eight men, belonging to him or his side, before this is done by any other player or side.

## RULES.

1. The men are moved, and the turn to play passes round the board, towards the left, or with the sun.

2. Each player, in his turn, makes one throw with one die; and so on successively, round the board, till the game is finished. If a player throw 6, he has the privilege of two additional throws in the same turn.

3. No man can be used in the game, until it has been entered on the entrance square of the player to whom it belongs.

4. If a player who has any or all of his men off the board throws 5, he may enter one man on his entrance square (unless prevented by rule 9). Every throw except 5 is lost, so long as the player has no man on the board. But a throw of six entitles him, by rule 2, to two additional throws.

5. If a man has any or all of his men on the board, he may, for any throw, move any such man (under the restrictions stated in rules 9, 10 and 11), forward on the circuit of the board, a number of squares equal to the number thrown. If he throw 5, he has the option of moving any man already on the board, or of entering any man which is off the board.

6. For every throw, the player must, if possible, either move or enter a man; and can move or enter only one man.

7. Two men, and only two men, belonging to the same player, may stand at the same time on any one square, except the entrance square of another player; on which only one man can be placed. But a player may place two men on his own entrance square. Two men belonging to different players (even though partners), may in no case occupy the same square.

8. A man moved, under rule 5, to a black or orange square, occupied by one or two men belonging to another player (whether an opponent or a partner), takes up such man or men. A man so taken up is removed from the board, and can re-enter only at its entrance square, and on a throw of 5. But the red squares are sacred ground; and no man standing on a red square can be taken up.

9. No man may be moved to, or entered in, any red square, already occupied by another player; or any square occupied by two of his own men.

10. No man may be moved forward so as to jump over another man belonging to the same player. It may jump over men belonging to other players; and the men thus passed are not affected by the move.

11. No man may be moved, on any throw, by any but the exact number of squares indicated by the throw. If such move is impossible, the man must remain in place. If a player cannot use a throw with any of his men, he loses the throw. An example of this rule is, that no man can be carried into the castle except by a throw that exactly places it there; a greater throw cannot be used at all for that man.

12. A man which has nearly completed the circuit of the board may be carried by a suitable throw beyond the entrance square into the path leading to the castle; if not prevented by rule 9 or 10. It is not required to stop at the entrance square.

13. The player or side who first gets all his or their men into the castle wins the game. But the remaining players keep on, to determine their relative order.

14. The privilege of the throw of 6 may be fully stated as follows: The player who throws 6 plays the 6, if possible; and then makes, and if possible plays, two additional throws in the same turn. If one of these is a 6, the privilege is renewed, and so on indefinitely. But it does not accumulate; he has only two throws after the last 6. Thus, if the throws are 6, 2, 6, 6, 6, 5, 6, 6, 4, 1; the turn stops, and the player may not claim two additional throws for every six. The privilege holds good even when some or all of the 6's or other throws cannot be played.

15. Some players adopt the following substitute for rule 4: A man *not previously entered* is entered on any throw of the die, in the central line of squares in the player's own arm of the cross. For a throw of 1, the man is entered in the first square from the castle; for 2, in the second square, etc.; 6 giving the entrance