

only 6 are left the fox wins. If the geese succeed in preventing the fox from moving or jumping, the geese win.

## RULES FOR PLAYING THE GAME OF SKIP

### FOR TWO PLAYERS

**IMPLEMENTS** Consist of 8 red men, and 8 blue men.

**THE OBJECT** of the game is to see which player can capture the most men.

**TO BEGIN:** Each player chooses a set of men of one color. One player sets up his men on the 8 green squares at one end of board, the other player setting his men on the 8 yellow squares at the opposite end of the board.

**TO MOVE:** The players move diagonally only until they reach one of the squares at the opposite end of the board, after which they may move forward or backwards diagonally.

**CAPTURING.** When a player's man is moved diagonally on to a square containing an opponent's man that man is captured and removed. Only 2 men may be captured at one turn, the players however may alter this rule if they choose.

Men standing on the side yellow squares may not be captured, but the player must move his men on the yellow squares if he has no other move. Only 3 men of one color may stand on the yellow squares at the same time.

**TO WIN:** When a player reduces his opponent's men to 3, he wins the game.

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## RULES FOR PLAYING

### THE GAME OF

# TWENTY FIVES

### FOR 2, 3 OR 4 PLAYERS

**IMPLEMENTS** consist of 16 men divided into 4 sets, colored green, yellow, black and red, and a double arrow indicator.

**THE OBJECT** of the game is to see which player can get a man from his set of 4 colored men from a given space to the centre home.

**TO BEGIN.** Each player chooses a color, and selects 4 men of that color for his own. Each player then spins the indicator and each time "5" is spun that player enters one man on the nearest purple and red circle space at his right hand. If "double 6" is spun 2 men may be entered.

**THE ROUTE** over which a player travels is from the purple and red circle space mentioned entirely around the board on the yellow road until he comes to the purple and red circle space at the bottom of his red road leading to the central home.

The players go from one yellow road to another across the bottom purple spaces.