GAME OF

TALLY-HO.

THE game of Tally-ho is played by *two* persons, one with the black pegs, and the other with the white ones.

Place all the white pegs in holes on outside circle, and the black on the inside circle.

TALLY.—The *one* on the dice signifies a *Tally*, and no peg can enter the centre circle except by throwing a *one*, and *when standing in the last hole in either circle*, as explained in the rules below.

TALLY-MAN.—A peg becomes a *Tally-man* after it has, in response to the throwing a *Tally*, (one) passed from its own into the centre circle.

TO COMMENCE THE GAME.—Throw the dice, and if no *one* turns up, let your opponent throw, thus throwing alternately until a *one* or *Tally* is thrown.

When either player gets a *Tally*, let him enter a man on the centre circle, entering the first hole at right of the mark across circles passing around

to the right of the player who sits at the side of board having the starting point, *i. e.* the white mark across circles, and for the number thrown on other dice he can move the *Tally-man* forward in centre circle, or move a man in his own circle up towards the starting point, as he prefers.

Should his opponent also throw a *Tally*, he must enter the same centre circle in the same way, passing around in same direction, and if his enemy is in a hole he wishes to occupy, throw him out; but if his numbers carry him beyond, he must simply pass, running the risk of himself being taken, unless he has another Tally-man he can move, or prefers to move one of the men in his own circle, up to the designated point from which to enter the centre circle.

When the circuit of centre circle is made, the black men pass into the circle of the white, by *the same method as in entering the centre circle*, (*i. e.* by throwing a *Tally* or *one*,) and pass around in the same direction as before, and throwing out the white men whenever they stand in the holes to which the numbers on the dice carry him. The white men in the same manner pass around the circle of the black, to the starting point, and then enter the centre circle (by throwing a *Tally only*) and passing around again and into his opponent's circle as before. The game continues until either

side is swept from the board. The side remaining on board being the victor.

To enter the centre circle, a man must first be moved up to last hole in its own circle, and there await the throwing of a Tally. It can pass from its own to centre circle *only by* throwing a Tally.

If doublets are thrown they can be played double, and also their opposites.

When a player throws a number or numbers that indicate holes already occupied by his own men, he must lose the throw.

If the game is thought too long by the above method, it can be shortened by omitting the throwing of a *Tally*, to enter the circle of either opponent after once passing around the centre circle.

Sometimes three or four men are travelling at once, and it requires some little skill to move the men in order to sweep off your adversary and leave none of his men in your rear to pick *you* off.