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RONDAMÉE

TRADE-MARK.

Rondamée is played by 2 persons each having 22 men; the first player selecting 11 red and 11 black men, and the other player 11 blue and 11 orange men.

At each end of the board is a field composed of 22 marked squares on which these men are to be placed. The red men occupying the lower and upper rows and the black men the two intermediate rows at one end of the board; and the blue men occupying the lower and upper rows and the orange men the two intermediate rows at the other end of the board.

The 14 yellow blocks are to be placed on the 14 red circles near the center of the board, and must remain stationary during the entire game. The object of each player is to remove his men to the *opposite side* of the board and arrange them in regular order around the yellow blocks forming rows of three colors. When this arrangement is completed 7 red men and 7 blue men must occupy the two outside rows of squares just above the blocks, and 7 black men and 7 orange men must occupy the two inside rows of squares just below the blocks. The remaining 8 men on each side must be placed on a line with the blocks, so that they alternate in color. The person who first completes this arrangement wins the game.

A player may move his men diagonally in any direction (either forward or backward) one square at a time or may jump them diagonally in any direction over his *own* men *only* to an unoccupied square beyond and may continue so to jump as long as there are alternate unoccupied squares before them.

After the men are placed by a yellow block thus forming a row of three colors they cannot be moved again.

If at any time a player allows a man to become blockaded by men on the opposing side occupying a final position he loses the game.

This game may be played in another way by following the above rules with one exception; that is, a player may jump his men diagonally in any direction over his opponent's men as well as his own.

TRADE—TOKALON SERIES—MARK.