

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 **S K I P**

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.

RULES FOR PLAYING THE GAME OF **MESSENGER BOY**

FOR 2, 3 or 4 PLAYERS

IMPLEMENTS: Consist of 4 differently colored pieces, a six-space single arrow indicator.

THE OBJECT of the game is to see which of four Messenger Boys can meet with the greatest success in life.

TO BEGIN: Each player spins the indicator, and the highest places his man on either of two squares marked "1. Start." He then spins again and moves forward the number of spaces spun, going from square to square in the right order, that is: from 1 to 2, 2 to 3, 3 to 4, and so on, always obeying the rules found printed on the square on which he is left standing. The other players then have their turns, moving likewise.

When a player reaches space "22," he may go home on either side of the board he chooses.

TO WIN: The player first reaching "43" by the exact spin, wins the game.

RULES. More than one player may not occupy a square, except at the square marked "Start." A player who falls upon a square already occupied by another player simply stays where he is, and loses his turn.

A player sent to prison must spin five; he may then go to space "2," and begin over again from there.

Unnumbered or red star squares are not used in the game.

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RULES FOR PLAYING THE GAME OF FOX AND GEESE FOR TWO PLAYERS

IMPLEMENTS Consist of 18 men. 17 men to represent geese, and piece for the fox.

THE OBJECT of the game is to have the fox capture the geese, or the geese pen the fox.

TO BEGIN: One player chooses the fox and the other player the 17 geese. The player having the geese takes the end of the board at which the first 9 spaces are not enclosed in a green border. The fox is put in the centre of the board. The player having the geese fills all the spaces at his end of the board, leaving two spaces vacant.

THE MOVES: The fox can be moved from space to space along the lines in any direction either forward, or backward, or diagonally.

The geese may be moved from space to space along the lines "*forward only*" either in a straight, or in diagonal direction. At the two points where one of the cross-lines is double they may also be moved side-ways.

Rule 1. When the fox is *next to a goose* which has a vacant space immediately behind it in a straight line, the fox may jump over the goose and capture it. The fox makes as many jumps in any direction as there are geese, if there are vacant spaces behind the geese.

Each goose is removed from the board.

Rule 2. The fox must jump whenever there is a chance.

TO WIN: When the geese are unable to move by reason of moving backward only, or when