

"VEVISEE"

Any number of Players to four may play.

Each Player must start from a Green Circle.

Each Player must have four Discs, consisting of one Horse, one Dog, one Rider, and one Child of the same color.

The Players then throw two dice, the one throwing the greatest number plays first.

How to Play

The four Discs are considered in pairs, namely, the Horse and the Rider, the Dog and the Child.

The Rider cannot clear an obstacle without the Horse, or, can the Child clear an obstacle without the Dog.

The Player throwing the highest number plays first and only moves a Disc into play when he has thrown a total of seven or eleven. The Disc once into play moves to the right for a number of spaces equivalent to the total of both dice. The next Player to the left then plays, and so on until each Player has had his turn.

A block can be made by any Player getting any pair of Discs, namely, a Horse and Rider, or, a Dog and Child, on a single line. No Player may pass until the block is broken. A block is not made if a Player places a Child and Rider, or, Horse and Dog on the same line, as pairs are not considered other than first mentioned. A Player may place all four men on a single space but may not play through until he has broken his block.

After the play begins the object of the game is to follow the square around the board, back to the starting line, then upwards on that line to the center Circle. The Player first getting all his Discs into the Center Circle in the following order, Child, Dog, Rider, Horse, wins the game.

A Player may move one Disc for the amount of one dice, and another for the other dice.

Whenever a Player throws seven or eleven he shall have another throw.

Each Disc entering the Center or winning Circle must do so on the exact number necessary to enter.

PENALTIES:—Should any Player succeed in placing his Disc on the same line as any other Player, the Player having the first Disc on the line shall remove same and begin over as it shall be deemed checkmated. If the Child or Rider is checkmated, then the Dog or Horse shall also be removed as the two first would not be able to continue without the help of the other in taking obstacles.

A Player omitting to take the Dog and Chld, or Horse and Rider over the obstacles together shall remove either pair on which the mistake is made and must begin over again.

EXAMPLE: Player on number 1, Green, throws seven or eleven, he places a Disc on his Green, then throwing again he throws six, he then moves his Disc to six spaces on the square to the right. At nineteen he will have his first obstacle. Now, if his first Disc was the Child he could not go beyond nineteen until he had brought his Dog Disc to a point to enable him to move both discs over the obstacle at one time using the amount on each dice for each disc, and so on at each obstacle.

On completion of the square he then moves his Disc along the straight line from his starting point towards the Winning Circle and endeavors to win out by carrying them through in the order named, "Child, Dog, Rider, Horse."

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