

— DREAMLAND. —

DIRECTIONS.—The object of the Game is to obtain the most TICKETS of admission for the different amusements, the player so doing wins the game. The players are each provided with a game-man or counter, and spin the Indicator in turn; they must move as many spaces as they score on the Indicator; they start from the center "Trained Animals". They may move in any direction, up, down, right or left, but not at an angle diagonally. The first player stopping on a space marked with the name of a show takes that ticket to himself. A player can not stop on a RING or pass over it, he must go around it.