

## Maypole

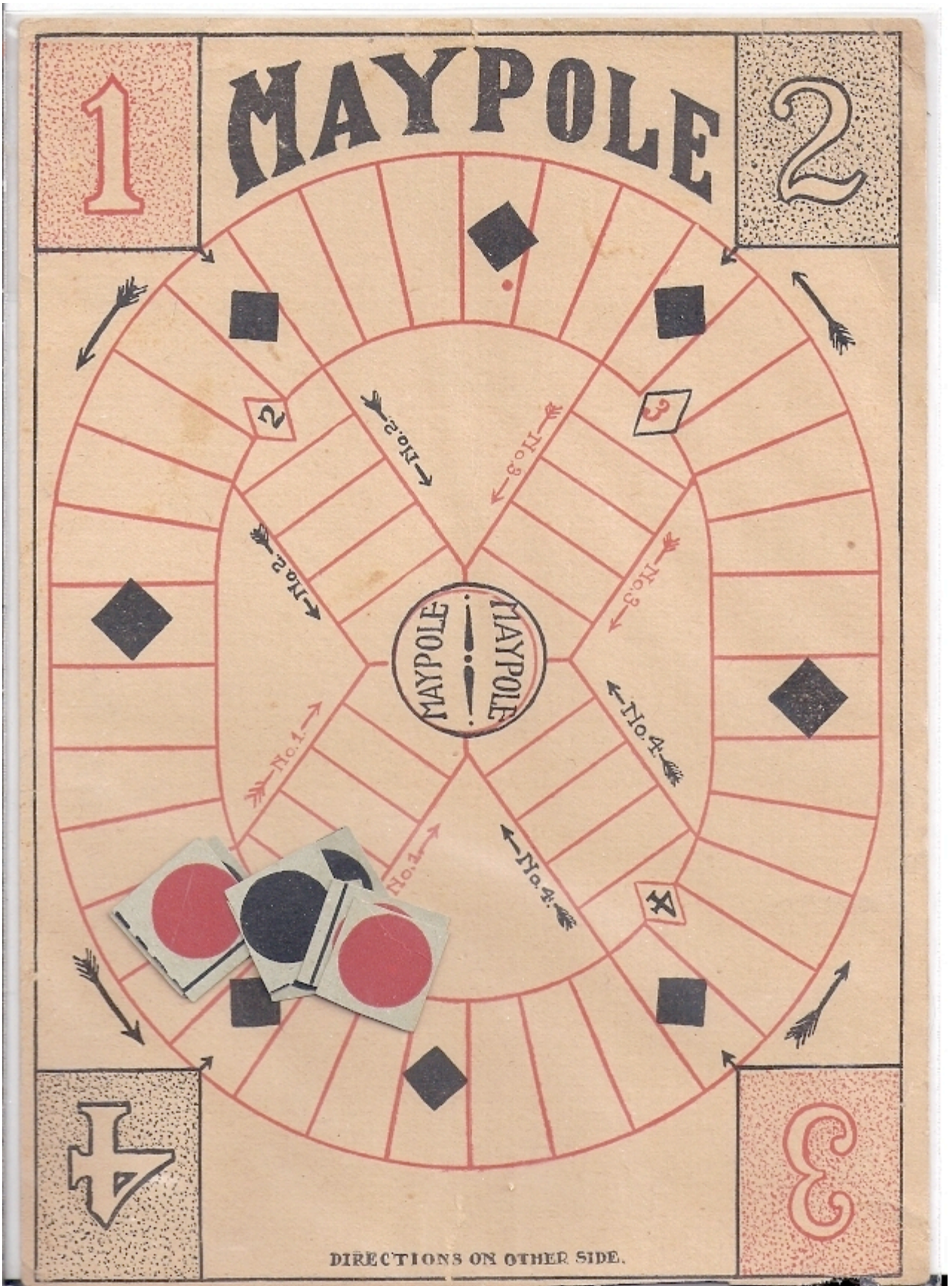
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### Directions for Playing

Two, three or four persons may play this game. With a sharp knife or scissors, cut off one end of the board at the dotted line. Then cut out the tee-to-tum (at upper end of the strip) and the round disks below it. Make a spinning-top of the tee-to-tum by inserting a small piece of wood (whittled to proper shape) through the center.

The game is played by each person choosing four disks which have the same number, and place them in the corresponding corner of the board. Players then spin in turn, and move their disks accordingly. But no disk can be moved from its corner until the tee-to-tum stops at 5, when player spins again and moves the number of spaces indicated. Only one disk can be moved at a time. Should the disk moved stop on a space occupied by another player, first player must return to starting point again, except when space has a blue square in it, which is a safety-point for first player, and second player must go back. Should a player get two of his own disks on same space, no-one can alight on this space or go beyond it until one of the two disks is moved. Each disk must go  $1\frac{1}{4}$  times around the circle, passing in towards the *Maypole* at space marked by triangle having the same figure in it. But no disk can reach the *Maypole* until the number of moves indicated by tee-to-tum are exactly sufficient to carry him there *and no farther*. Player who first gets all his disks to the *Maypole* wins the game.



Game board (with some playing pieces detached)