

RULES FOR PLAYING THE GAME OF COOTIE

The object of the game is to draw a complete Cootie in less time than the other players.

The Cootie consists of:

Points	Number on dice
1 body	1
1 head.....	2
2 eyes	3
1 tail.....	4
4 feelers	5
8 legs.....	6
<hr/>	
Total 17 points	

Points are obtained by throwing a dice—one dice being used at each table.

The body (1) must be thrown before the drawing of the Cootie can begin. After the body is thrown any member which attaches to the body may be used: viz. head (2), tail (4) or legs (6). After the head is thrown any member which attaches to the head may be used: viz. eyes (3), or feelers (5).

At a given signal the first player at each table throws the dice. If he throws a 1 (body) he draws the body and continues playing until he throws a point which cannot be used, when the dice is passed on to the next player. When a player has drawn a complete Cootie—he calls “Cootie”, which is a signal for the cessation of play at all tables—and for making of progressions.

The game can be played by any number of persons. It is usually played with four persons at a table, the two opposite each other playing as partners and taking advantage of each others points as they are thrown. The game can also be played by single players, each one throwing his own points.

When two or more tables are used the game may be progressive, the winning couple progressing toward the head table and changing partners with each progression. The winning couple remains at the head table, the losing couple going to the last table.

PUBLISHED BY
CARL F. BENNER
CLEVELAND, O.
COPYRIGHT 1925