

No. 328.

# TETHER BALL.

FOR TWO PLAYERS.

## DIRECTIONS

Each player selects twelve counters of a color.

In spinning for turn the highest plays first.

The object of the game being for one player to win all of his opponent's counters.

The player having first play spins the arrow, and places a counter upon the ball having the same number upon it. If, however, this ball should have a counter upon it, the player takes that counter and has another spin. He continues to spin and play as long as he can capture counters. When he plays and fails to capture a counter, he leaves one of his own counters upon the ball having the number indicated by the arrow in the last spin. The turn then passes to the other player.

When number twelve is spun, the player spinning it places a counter upon number twelve ball, whether there are counters upon it or not. No counter can be taken from this ball, as it belongs to the pool, and goes to the winner at the end of the game.

The players continue to play as long as they have counters to play with. If a player loses all his counters, he is entitled to one more spin, and, if he captures a counter by this spin, he may continue; if he fails to capture a counter, he is out of the game, and the other player takes the counters in the pool and wins.

Trade-MARK—TOKALON SERIES—No. 4.

Play "CHESSINDIA," the best of all games. Sold by all dealers throughout the United States.