



JACK-BE-NIMBLE—Best for 5, but Fun for 3 or 4 Rowdies.

1. Put the rubber ring in the center of the table, and divide the chips evenly among all the players.
2. Everyone, except the Pouncer (the fellow with the rubber cup) takes a ball and puts it within the rubber ring. Now, hold on to the end of your string and watch the dice!
3. The Pouncer, with rubber cup poised over the balls, throws the dice with his other hand. Whenever he throws a 7 or 11—he slams the cup down on the table and tries to catch the balls. If you jerk your ball away before he catches it, he must give you one chip—but if he cups your ball, you pay him a chip.
4. A word of warning! If you get jittery and jerk your ball away on anything but a 7 or 11, you pay the Pouncer a penalty of one chip. Likewise, if the Pouncer slams down on the wrong number, he pays one chip to everyone whose ball remains inside the rubber ring.
5. After three slams, the Pouncer swaps his cup and dice, for the ball and string of the guy on his left.

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