

Latest novelty.

# He laughs loudest who laughs last.

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The most interesting and the most popular of all dice games.

This game well merits its title, and is probably the most interesting of the novelties which have been recently brought out. Many thought to be near the desired goal and yet had to begin afresh. Don't be too sure in this case, because the player who was often last during the game, may be first in the goal.

The game consists of one board, one die, and four setters of various colours. Two or four persons can take part in this game.

The players place their 4 setters on the four white spots of the circular starting space corresponding to their colours, and it is now the object of each player to get all four setters on to the white circles in the triangle of his own colour in the centre of the board.

The one who first succeeds in doing this, receives  $\frac{2}{3}$  of the pool; the next in order takes the rest.

The eldest throws first, and the others follow in their order. The player first throwing "6" may place a counter on the first white square (marked with an arrow of his own colour) to the left of his starting circle. Each may then move forward on the white squares according to the number thrown, and follows round the board to the left, coming finally by way of the circles of his own colour to the middle of the triangle in the centre of the board.

If a player throws the number "6", he must move his setters from the starting point on to the first (white) square, before he can move forward with the pieces which may be already on the board.

A player throwing the number "6" may throw again.

If a player comes to a square, and finds the two squares in front of him occupied with setters of an opposing colour, he may jump over these, and move forward 10 further squares. If the 3 squares in front are occupied, he may move forward 15 further squares.

The chief thing is that a player kicks out the setters of his partners. The player may do this, as soon as he gets on to the same square as one of his opponents. Any player getting there last may take the place of the partner who has been there before. The latter must go back to the starting point; that is to say, he has to start again.

The fun of the thing is consequently that you reach the opponent just before he gets on to the marks of his own colour, and force him to start the game again.

If any player comes with his setter to a mark, where he has already a setter of his own colour, he need not re-start; he may jump over his own setter as well as his opponent's; the marks jumped over must be counted.

If a setter has gone all its course, it swings in to the circles of its own colour in order to occupy the white circles which are in the center of the mark of the same colour. But the player must throw the exact points to finish the game.



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