

4035

THE FUNNY GAME OF PUSS

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IMPLEMENTS

1 Dial. 4 Black Counters.

DIRECTIONS

Before commencing the game place the Cat's tails (represented by the four black counters), so that each rests on one of the blank spaces.

The first player spins the dial and moves in either direction any one of the tails the number of spaces corresponding with the spin. The next player must move the tail of the Cat indicated by the number appearing in the space, which his opponent has first moved to. For instance, if the first player moved Cat No. 1 so that the tail rested on the space No. 4, the next player will have to move the tail of Cat No. 4 the number of spaces his spin of the dial indicates. This rule is to be followed throughout the game.

When a tail is brought into a space not numbered, the next player is allowed to move any tail he likes after his spin of the dial. Tails can be moved in either direction.

The object of the game is to get the four Tails on spaces of a corresponding number (all Fours, for instance,) and the player who gets the fourth one in place is the Winner.

The game can be played by two to six persons.

MILTON BRADLEY COMPANY

Springfield, Massachusetts

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