



Crossing THE ALPS.

Directions.

Each player is provided with a card and five men, or coasters. The players throw the dice in turn; only the odd numbers count. 2, 4 and 6 go for nothing. When 5 is thrown, a player must enter a man on a round spot marked 5. The object of the game is to enter the five men and cross them over the Alps to the "Goats." A throw of 3 will bring a man so entered over. If 1 is thrown, a player can, if he chooses, move a man forward one space, and get him over one space at a time at each throw of 1--of course, a throw of 3 would not help him. The first player who succeeds in crossing over his five men wins the game.

MANUFACTURED BY J. H. SINGER, NEW YORK, U.S.A.