

Directions for Playing the **Game of Jail**

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(Lion Coffee game premium by Woolson Spice Company)

With a sharp knife or shears cut off end of this sheet at dotted line, and trim the round disks and square counters close to the border. Each player chooses two of these disks having the centers alike and places them in the jail. Players then take turns at throwing the counters and moving along the blue line, which, it will be noticed, goes around the Jail in spiral form reaching farther and farther away, until it joins the barbed line on the outside. Along this barbed line the disk continues to move until it lands on its corresponding corner and is considered "home." The player who gets both his disks home first wins the game. Every time a disk lands on a red space it is moved forward two spaces; but must go back three spaces when it lands on a blue space. When a disk lands on a space already occupied it sends first player back to the Jail again. On the last move which takes you "home," you must have exactly the right number to take you in, and none over; otherwise you must await your next turn until you get the right number to take you in.

How to Throw the Counters

The "counters" are the small square pieces, having dots and stars on either side. After cutting them apart, they are placed in a tumbler or other receptacle, which is then thoroughly shaken and turned upside down above the table. As the counters fall, two of them will generally be the same color, and the third one a color different from the other two. For instance, two counters will be red and the other black. It is this odd one which counts. If all three should be red, the figure 3 counts; and if all three are black, then count the figure 5.

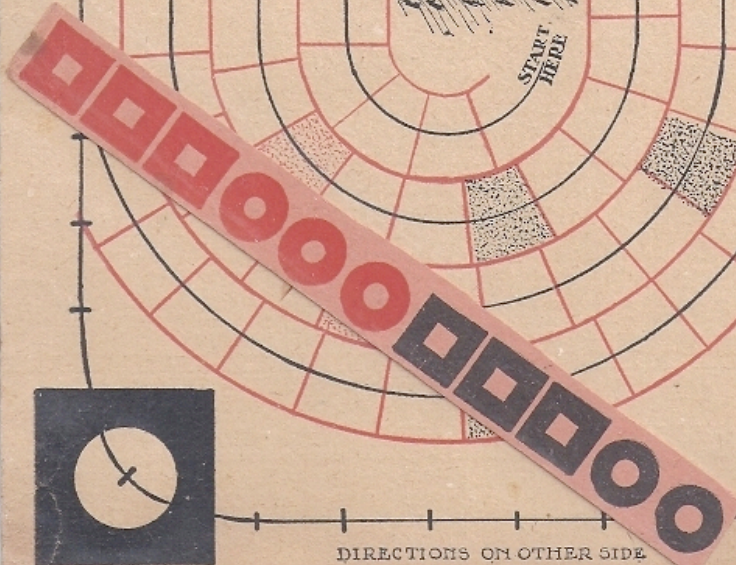
Throw the counters a few times, and the above will be perfectly clear.



JAIL



START
HERE



DIRECTIONS ON OTHER SIDE