

## RULES FOR TOP PACHEEZA Game

Enter a disc, of which each player has four of one color in your "GOAL". Each player has a turn in which to spin their "TOP". Should a "TOP" indicate a "STAR", when it stops, the player is entitled to another turn. Whatever number follows, advance the disc the same number of squares on the board, following the directions of the arrows, etc. Should you spin another "STAR" you can enter another disc and follow the above instructions into the "ROYAL BATTLE GROUND" where it can rest until there is an opportunity to proceed by throwing a "STAR". To win you must get as many of your discs in your opponents "GOAL" as possible. You must advance a disc the amount indicated on the "TOP" every time you spin in turn, whether favorable or otherwise. It is advisable to keep a man in the station of the "REAR GUARD" which can be neither jumped or passed by your opponent. Should your opponent have a disc on the "STAR" in the gateway of the "ROYAL BATTLE GROUND" and you wish to get out to his "GOAL" spin a "STAR" jump and capture the disc.

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