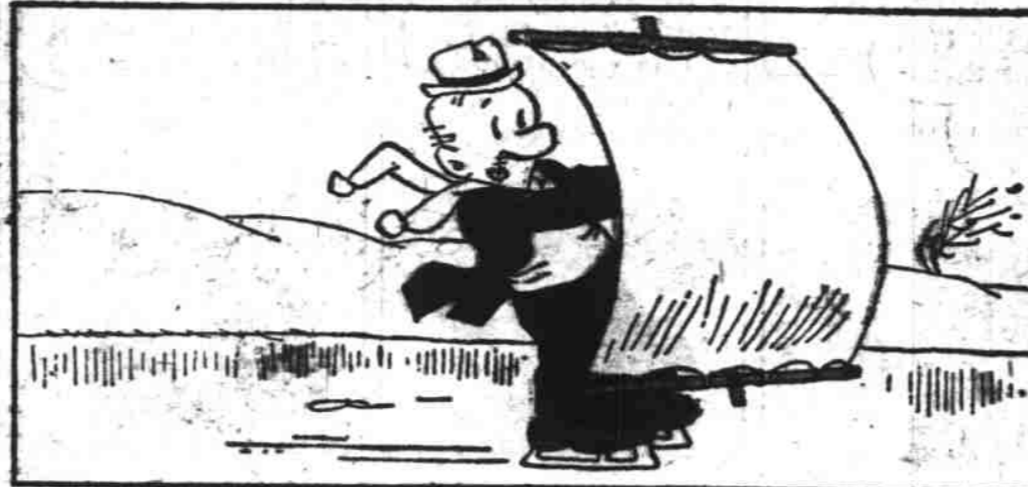


ALEXANDER SMART, ESQ. BY DOC WINNER.

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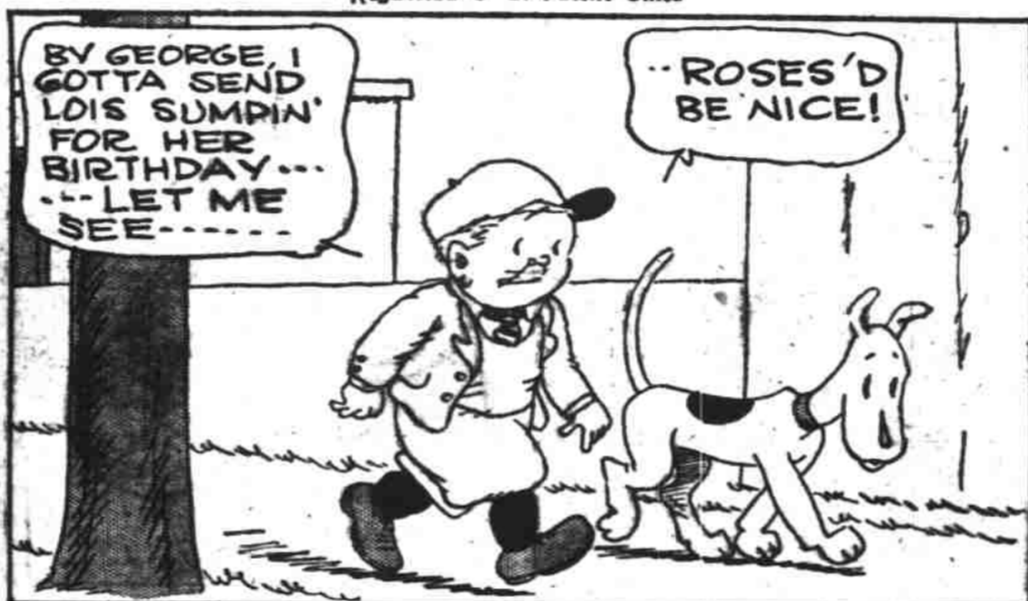
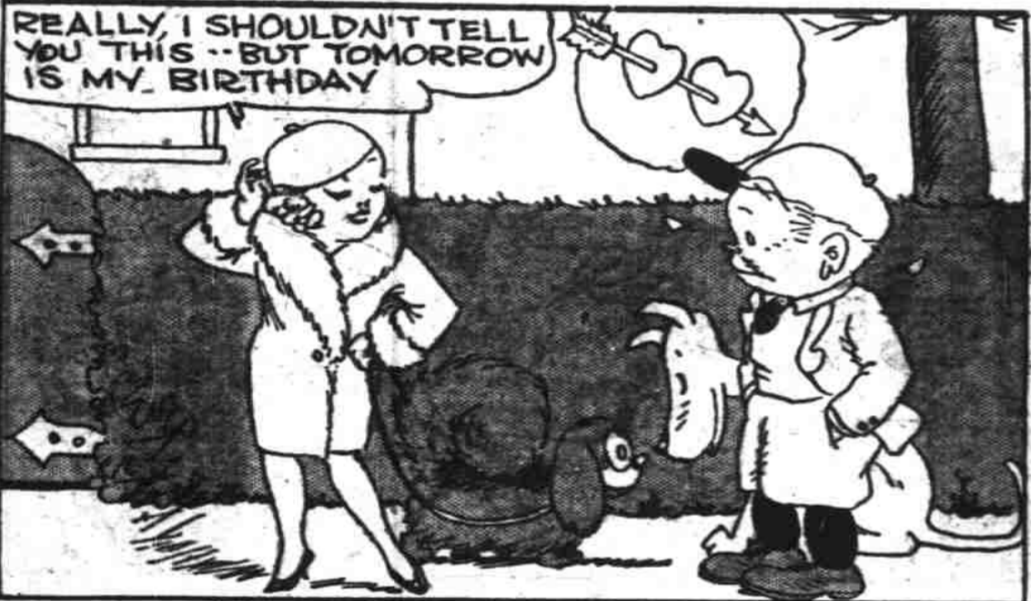
THE ELMER GAME



MAZE HOP TAG CAN BE PLAYED WITH BUT A FEW PLAYERS. PLACE ON THE FLOOR A NUMBER OF OBJECTS - A BOX - A BOOK - A HAT - OR ANYTHING YOU CHOOSE. IT IS BETTER TO PLACE THE ARTICLES IN GROUPS OF THREES OR FOURS TO PROVIDE A PROTECTION FOR THE PURSUED PLAYER. 'IT', WHO STANDS ONE PACE FROM THE STARTING POINT, CALLS OUT THE NAME OF A PLAYER, WHEN THAT PLAYER ENTERS THE PLAYING FIELD EACH CLASPS HIS LEFT ANKLE WITH HIS LEFT HAND. 'IT' MUST TAG THE PLAYER CALLED BEFORE THAT PLAYER HOPS THROUGH THE MAZE AND OUT AGAIN. IF 'IT' FAILS HE MUST CALL UPON ANOTHER. THERE IS NO SET WAY OR ROUTE THE PURSUED PLAYER MUST FOLLOW THROUGH THE MAZE, BUT DURING THE CHASE NEITHER OF THE PLAYERS MUST TOUCH ANY OF THE ARTICLES ON THE FLOOR.

Elmer

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