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By Doc Winner.

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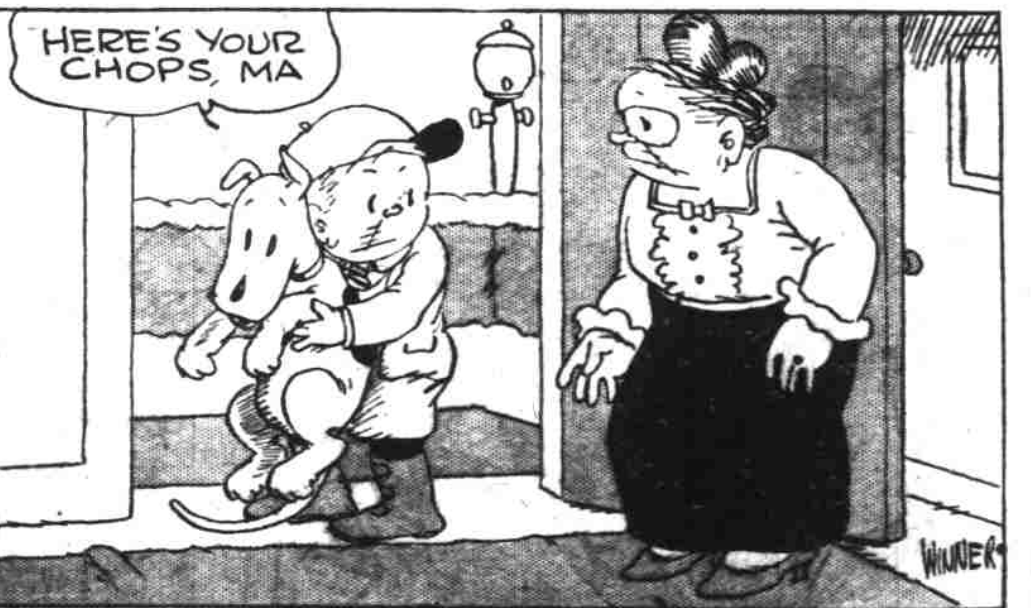


PRISONER'S BASE. DIVIDE THE PLAYING FIELD INTO THREE PARTS, EACH END DIVISION COMPRISING ONE-FOURTH OF THE ENTIRE AREA. THE REMAINING HALF IN THE CENTER, IS NEUTRAL TERRITORY, OR "NO MAN'S LAND". A PRISON IS MARKED OFF IN THE LEFT-HAND CORNERS OF THE END ZONES. THE PLAYERS ARE DIVIDED INTO TWO EQUAL TEAMS. WE WILL CALL ONE THE RED TEAM AND THE OTHER THE BLUE TEAM. EACH OCCUPY ONE OF THE END ZONES. THE GAME BEGINS WHEN ONE OF THE REDS ENTERS "NO MAN'S LAND". IMMEDIATELY A BLUE PLAYER CHASES HIM, ATTEMPTING TO TAG HIM BEFORE HE CAN RE-ENTER THE RED ZONE. IF HE IS SUCCESSFUL HE CONDUCTS HIM UNHINDERED TO THE BLUE PRISON. HOWEVER, BEFORE HE SUCCEEDS IN MAKING THE CAPTURE ANOTHER RED MAY ENTER "NO MAN'S LAND" AND ATTEMPT TO CAPTURE THE BLUE PLAYER. A SECOND BLUE IS THEN PERMITTED TO ENTER "NO MAN'S LAND" AND GIVE CHASE TO THE SECOND RED PLAYER. THUS, ANY PLAYER IS PRIVILEGED TO TAG ANY OPPONENT PROVIDED HE TAGS A PLAYER WHO ENTERED "NO MAN'S LAND" BEFORE HE DID. WHEN A PLAYER IS CAPTURED HE CANNOT ESCAPE FROM PRISON UNLESS ONE OF HIS OWN TEAM SUCCEEDS IN ENTERING THE PRISON AND TAGGING HIM. BOTH ARE THEN ALLOWED FREE PASSAGE BACK TO THEIR OWN ZONE. THE TEAM FIRST SUCCEEDING IN CAPTURING ALL OF ITS OPPONENTS WINS THE GAME. IN CASE TIME IS TOO SHORT TO ACCOMPLISH THIS THE TEAM HAVING THE MOST PRISONERS IN ITS PRISON WHEN THE GAME STOPS IS DECLARED THE WINNER.



Elmer

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