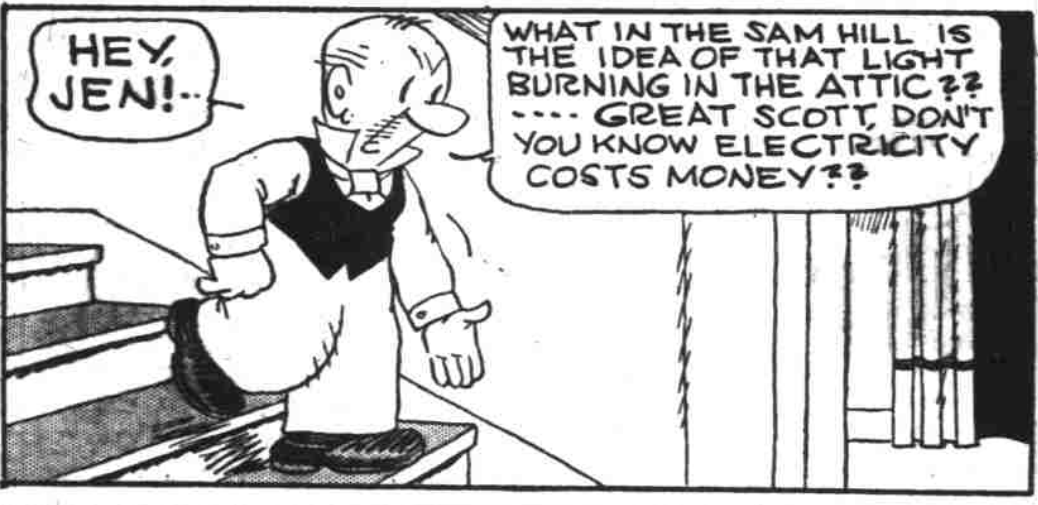


ALEXANDER SMART, ESQ. BY DOC WINNER.

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THE ELMER GAME



GIVE AWAY TAG. IN THIS GAME IT IS PROVIDED WITH A SOFT RUBBER BALL WHICH TO START THE GAME, HE TOSSES INTO THE AIR. THE PLAYER CATCHING, OR RECOVERING IT IMMEDIATELY STARTS TO RUN, TRYING TO TAG HIM. THE PLAYER WITH THE BALL CAN SAVE HIMSELF FROM BEING TAGGED BY HANDING THE BALL TO ANOTHER PLAYER. HE MUST NOT TOSS OR THROW THE BALL. HE BECOMES IT AT ONCE IF HE DOES SO WHETHER HE HAS BEEN TAGGED OR NOT. IT CAN TAG ONLY THE PLAYER WITH THE BALL.



Elmer

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