

BLARNEY STONES

TRADE-MARK



PUBLISHED BY
PARKER BROTHERS, INC.
SALEM, MASS., NEW YORK, CHICAGO



A Game for any number of Players

DIRECTIONS FOR PLAYING

1. Choose a Banker by each player throwing the numbered dice. The player throwing the highest is the first Banker. Should two or more tie, they will throw again until the Banker is chosen.
 2. Players place chips on one or more of the spaces marked PIT, PAT, PET, etc. Players may put chips on any space even though some other player has put chips on this same space.
 3. The Banker throws the three dice together, and a word is formed, for example, "P-A-T."
 4. The "P" dice is also numbered on each side, and the winner's chips are multiplied by the number which turns up; for example, if P₄-A-T is thrown, the players who have chips on the PAT space would be paid by the Banker four times their number of chips.
 5. The Banker collects all chips on the play sheet except those on the winning space.
 6. The Banker collects ALL chips when a word turns up on which no chips have been placed.
 7. The Banker loses the bank when one of the dice turns up a blank and he will then pay all players chip for chip.
 8. When the banker has lost the bank, the player on his left becomes the new banker.
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*Questions on Blarney Stones will be answered gladly
if a 3c stamp is enclosed. Address:*

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