

The Devil to Pay

TRADEMARK

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From Two to Nine Players

EQUIPMENT

In this game there is a large board which is used as a playing surface. There are two dice, sufficient numbered cards so that one may be assigned to each player and two sizes of wooden pieces. The larger size pieces are used as chips for scoring in the game, and the smaller size pieces are placed on the small cards in the game to determine the winner.

RULES

1. Divide the **large** chips **equally** among the players and give each player some of the smaller chips and **one numbered card**.
2. ~~The player throwing the highest total of the two dice starts the game.~~
3. This first player now rolls the dice, **multiplying the two numbers on them**. (For example: $1 \times 1 = 1$, $3 \times 5 = 15$, $5 \times 6 = 30$). If the number which is the result of this multiplication appears on the **outside circle**, the player covers this number **with a large chip**, also covering with a small chip **the same number** on his own numbered card. If a player should throw numbers which when multiplied, total the Devil's numbers (4, 6, 12), he must pay one **large** chip to the Devil, placing this chip in the circle in the center of the board. The number of chips (one, two or more) to be paid on each of the Devil's numbers when they appear may be decided by the players but this decision must be made before the game starts.
4. A player **does not** place a large chip on a number in the circle which is **already covered** with a chip, but he does cover the corresponding number on his own numbered card.
5. The first player who succeeds in covering **three** numbers **across** his playing card **Wins the Game** and collects **all** of the chips on the board.
6. The winner begins the next game.

Note: Remember that a player must always pay the Devil when he throws 4, 6, or 12, and that he does not cover the Devil's numbers, but puts the chip in the circle in the center of the board. Also remember that a player saves a chip if he throws a number already covered on the outer circle, since he does not have to pay.

Questions will be answered gladly if a three-cent stamp is enclosed.
Address **Parker Brothers, Inc., Salem, Massachusetts.**