

POISON for 2, 3 or more players.

A game in which you must help your neighbour - otherwise you loose. That is because, provided at least 3 are playing, each player's score is the sum of his own plus that of his right hand neighbour. When only two are playing — a strategic man-to-man contest — each scores for himself.

EQUIPMENT. A tray-like round board of 37 sunken emplacements. 37 pieces (similar to Go-stones) in following color-distribution: 1 silver; 4 white; 8 red; 8 yellow; 8 blue; 8 green.

HOW TO PLAY. Pour the 37 stones onto the perforated board and shuffle-shake the board untill all the stones have settled in the holes. Move in turn *counter-clockwise* by picking up one stone in the immediate neighborhood of the silver stone (close to it). Picked up stones are kept as winnings. The silver stone must be settled in the empty hole. Right to first move is decided by lot for first game and rotates counter-clockwise thereafter. In a two-player game, the player who makes the first move may not pick up a white stone.

VALUES. White stones are worth 10 points each. Colored stones are worth the square of their number. (For ex., if you collect 1 yellow stone, score 1 (1x1), if you collect 2, score 4 (2x2), if you collect 3, score 9, etc.).

END OF THE GAME. Play continues until the silver stone is isolated - when there are no more stones in the immediate neighborhood of it (close to it).

SCORING. In games of 3 players or more, the score of each is the sum of his own score and that of his right-hand neighbour. (It follows that in such games it is very much to your advantage to propitiate good pickings for your right hand neighbour though not, of course, for your left hand neighbour even though he is helping you, etc.). In 2-player games each scores for himself.

If time permits, play several games in succession, until leading scorer has 200 points or more.

