

# THE LIBRARY OF GAMES

This puzzle is rather tricky and requires patience to solve. Don't give up too quickly as it can be done.

**Solution**  
Consider the first diamond on the left of the row as number one, the diamond next to it number two and the other diamonds numbered in succession. The last diamond, on the right of the row, is considered number seven.

1. Move checker from diamond 5 to diamond 4.
2. " " " " 3 " " 5.
3. " " " " 2 " " 3.
4. " " " " 4 " " 2.
5. " " " " 6 " " 4.
6. " " " " 7 " " 6.
7. " " " " 5 " " 7.
8. " " " " 3 " " 5.
9. " " " " 1 " " 3.
10. " " " " 2 " " 1.
11. " " " " 4 " " 2.
12. " " " " 6 " " 4.
13. " " " " 5 " " 6.
14. " " " " 3 " " 5.
15. " " " " 4 " " 3.

## FOX AND GEESE

### A QUICK GAME OF STRATEGY FOR TWO PLAYERS

One player places four checkers, representing the geese, on the first line of blue squares on his side of the standard checkerboard. Second player places one checker of another color, representing the fox, on any blue square in the first line on his side of the board.

Each player moves in turn, the fox moving one space diagonally forward or backward, (always moving on blue squares) while the geese move one space diagonally forward only, one goose being moved in a turn. Jumping over checkers is not permitted.

The fox endeavors to move so as to draw the geese out of line and then move through them to the other side of the board. The geese try to gradually force the fox back to its first line and hem it in so that it cannot move.

## YUMPH (IMPROVED VERSION)

The standard checkerboard is used for this game, each player using four "Kings" (double checkers) and four "Men" (single checkers) a color.

Each player places his four kings on his first row of blue squares and his four men on the second row of blue squares (in front of the kings).

### Object of Game

To be the first to remove all your kings and men from the board by moving them across the board into the opposite first row. When a king or a man is moved into any square in its opposite first row, it is removed from the board.

### Moves

1. A "man" moves and jumps as in the standard game of checkers, (diagonally forward only) but may jump over any of *its own men* as well as those of the other player. (No men jumped are removed from the board.) Men cannot jump over kings of either player.
2. A king moves as a man but may move backward as well as forward, and may jump over men and kings of both players. No pieces jumped are removed from the board.
3. In the event that a player is blocked so that he cannot make any moves, then all his pieces have the power to move or jump as kings *for that move only*. All pieces revert to their normal powers when it is possible for the player to continue moving. However should a player be blocked so that he cannot move, even though all his pieces have the power to move as kings, then the other player continues to play until a way opens for the first player to move again.
4. All kings that remain in their starting row are compelled to jump a piece of the opposite player when in a position to do so. At no other time are any pieces compelled to jump. Pieces which have been jumped *are not removed from the game*, the object of jumping

The "Library of Games" consists of several favorite pastimes, including Chess and Checkers, and many unusual new games. It provides countless hours of recreation and enjoyment for two, three or more players, and by using the separate playing boards an entire gathering can be entertained. There are fifteen different games, including modern versions of chess and checkers, and we recommend that the book of instructions be read through so that games for various occasions may be selected.

## CHESS

A full set of streamlined wooden chess pieces and a checker board are included in the "Library of Games". For beginners, we recommend having someone who understands the game, explain the principles and then play out a few games. One of the many good books on chess should be read for a better understanding of successful maneuvers.

The set of streamlined chess pieces is illustrated in Figure One.

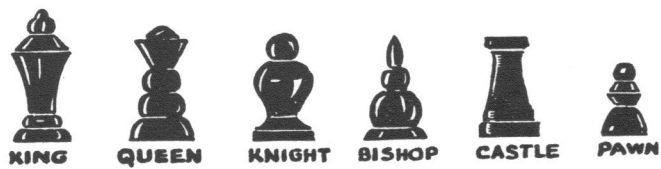


FIG. 1

## CHECKERS

A standard checkerboard and a full set of checkers are included in the "Library of Games". Most everyone is familiar with this favorite pastime, but there are other checker games that are equally as interesting, although not well known. For pleasant diversion, we suggest that checker players try the various versions, the first of which is

being to advance a piece as many squares as possible in one move. Pieces can be removed only when they have crossed the board into the first row on the opposite side.

The first player to remove all his kings and men from the board, wins the game.

## POLYCHEK (POLISH CHECKERS)

While this version of checkers appears to be similar to the American game, it has many unique moves that make it refreshingly different. Try it as a change from the standard game.

The checkers are placed on the checkerboard as for the American game, twelve checkers of a color being placed on the blue squares on each side of the board. The men move and jump as in the standard game, but in addition may jump backwards to capture a man, although they can only move forward. A checker must jump when in a position to do so and must continue to jump when possible.

Checkers are crowned a King, as in the standard checker game, by moving into the opposite King row. However, a checker must remain in the King row for one turn in order to be crowned. A checker, when jumping into the King row, is forced to jump out again (without being crowned a King) if it is in a position to continue jumping.

Kings are very valuable pieces and it is good play to prevent an opposite piece from being crowned, even at the sacrifice of two or more pieces.

A King can move any distance in a straight diagonal line, (without jumping over its own men of course) and can capture any one piece of the opposite player by jumping over it into a vacant space beyond. After jumping over a piece, a King may continue to move and stop on any vacant space beyond the man jumped. If it can then move in another direction to capture again, it may do so, and may continue to thus move and capture.

The first player to capture all the pieces of the opposite player wins the game.

## CHUNGA

Chunga is a simplified version of "Yumph" and is a lighter type of checker game. It is, however, rather amusing and well worth a trial.

The game is played on the standard checkerboard, each player using eight checkers of a color. Players place their eight checkers on the first two rows of blue squares on their side of the board.

The object of the game is to be the first to reverse the positions of your checkers by moving them across the board and into the first two rows of squares on the opposite side.

Checkers are moved one space diagonally forward or backward (always moving on blue squares) and may jump (as in the game of checkers) by leaping over a checker into a vacant space beyond. A checker may make several jumps in succession, whenever possible.

Checkers may jump over *their own* as well as those of the opposite player.

At no time should any checkers be removed from the board when jumped. The object of jumping is to advance a checker as many squares as possible in one move, a good move being one in which several jumps in succession are made over checkers of both sides.

When checkers, that have not been moved out of their first two starting rows, are in a position to jump over checkers of the opposite player, they are compelled to do so. At no other time are checkers compelled to jump.

When a player is blocked so that he cannot move any checker, the opposite player continues to move until a way opens for the first to move again.

The first player to move all his checkers across the board, into similar positions on the opposite side wins the game.

### FOUR HANDED CHUNGA

Similar in principle to the regular game of Chunga, this version is even more interesting. The standard checkerboard is required, each player using six pieces of a color. (Two players use checkers

[ 4 ]

and two use chess pawns.) The pieces are placed on the board as illustrated in Figure 4A.

The object of the game is to be the first to move your six pieces, by a series of moves and jumps, across the board into the corner directly opposite. (Black pawns into the squares occupied by the white pawns, etc.)

Each player, in turn, moves a piece one space into any adjoining square of another color, as indicated by the arrows in Figure 4A. A piece may also jump (in the directions indicated by the arrows) over any other piece into a vacant space beyond, and when possible, may make several jumps in succession in the various directions.

A piece may jump over its own pieces as well as those of any other player, the object of jumping being to advance a piece as many spaces forward in one move, as possible. *No pieces jumped are removed from the board at any time.*

A piece which has not been moved out of its corner is compelled to jump a piece of another player when in a position to do so. At no other time are pieces compelled to jump.

The first player to move his six pieces into the opposite corner, wins the game.

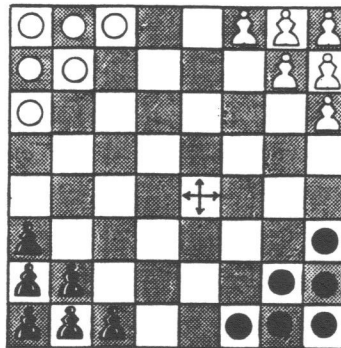


FIG. 4A

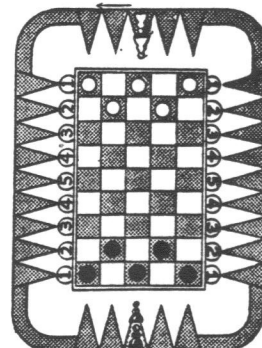


FIG. 5

[ 5 ]

## FOREGAMMON

Here is a new and thrilling game for two players. It contains an entirely new principle of play that combines the skill of checkers with the thrills of backgammon. We recommend it highly to all game players.

To begin the game, five checkers of a color are placed on the first two rows of blue squares on each side of the foregammon board, as illustrated in FIGURE 5. Two "Gamins" (small chess Pawns are used as Gamins) are placed on each star pennant at the ends of the field, as shown in Figure 5.

1. The object of the game is to be the first to move the two Gamins around the track of pennants and back to their starting pennant. In playing the game, the white Gamins move to the *right* around the pennant track while the black Gamins, move to the *left* around the track, as indicated by the arrows in FIGURE 5. Necessarily the two sets of Gamins will cross each other on the track, and it is then that interesting maneuvers can be made.

2. The checkers are moved as in the regular game of checkers, moving *one space diagonally forward only*, and may jump over one checker, or several checkers in successive jumps, when possible. In addition, a player may jump a checker over any of *his own* checkers, as well as those of the other player. No checkers are removed from the board at any time.

3. Each time a player jumps a checker over one of his own or the opposite player's checkers, he moves one of his Gamins forward the same number of pennants as the number of the square into which his checker has jumped. The numbers of the squares are indicated at the sides of the rows.

*Example.* A player jumps a checker over another checker into a square between the numbers "3". Player moves either one of his Gamins ahead three pennants.

4. When a player succeeds in making several successive jumps, he may move a Gamin for each of the squares into which the checker has jumped.

[ 6 ]

*Example.* One checker is jumped over another checker into a "five" square, then over a second checker into a "three" square and finally over a third checker into a "one" square. Player may move one of his Gamins nine pennants, or he may move one Gamin five pennants then the other Gamin three pennants, and the first Gamin one pennant, or he may move according to any combination he may choose, providing that each time a Gamin is moved, it is advanced the *exact* number of pennants as the number of one of the squares into which the checker has jumped.

5. No Gamin may be advanced if a checker is merely *moved* one space. A checker must jump over another checker in order to move a Gamin.

6. When a checker reaches the opposite first row, it is crowned a King by placing another checker on it. It then moves as before, but may move backward as well as forward. It cannot, however, jump over one checker twice in the same move.

7. In moving a Gamin, should it stop on a pennant occupied by another Gamin of the *same color*, the first Gamin is moved ahead an additional two pennants.

8. In moving a Gamin, should it stop on a pennant occupied by a Gamin belonging to the opposite player, the first Gamin is moved ahead two spaces *carrying the other Gamin with it*. Thus the first player's Gamin is moved forward two spaces while the opposite player's Gamin is moved *back* two spaces.

9. When a Gamin is moved forward an extra two pennants, if it again stops on a pennant occupied by another Gamin, it continues to move ahead two spaces. All "extra" moves are in addition to any regular moves.

*Example.* In FIGURE 6 the player of the white checkers (whose Gamins are moving down toward the reader) jumps King checker "A" into a "three" square and then into a "one" square. He moves Gamin "1" forward one space which places it on the pennant occupied by Gamin "A" of the opposite color. Player moves his Gamin "1" ahead two spaces carrying Gamin "A" with it. This brings both to a pennant occupied by two other Gamins, one of

[ 7 ]

each color. Player now moves Gamin "1" ahead four spaces (two for each of the Gamins "2" and "B" on the pennant) but carries the second Gamin "B" of the opposite player back only two spaces. Player now has his second regular move of "three" to make and moves his Gamin "1" three spaces ahead. The result appears in Figure 7.

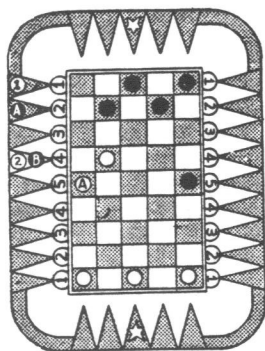


FIG. 6

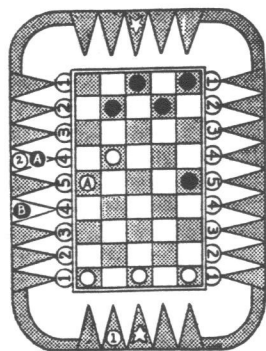


FIG. 7

10. When a Gamin is moved around the track back to its starting pennant, it is removed from the track. The first player to remove both of his Gamins wins the game.

11. In moving a Gamin onto its star pennant again, a player must have the exact number that will enable the Gamin to stop on the star pennant. If the player jumps a checker on a "Two" square he cannot move the Gamin, as that number of moves would carry it beyond the star pennant.

*Example.* A player with a Gamin one pennant away from the home star pennant must jump a checker into a "one" square so that the Gamin will stop exactly on the star pennant. If the player jumps a checker on a "Two" square he cannot move the Gamin, as that number of moves would carry it beyond the star pennant.

[ 8 ]

Diagonal moves over the points of the squares are not permitted.

Players may remove from the board pieces belonging to the opposite player as follows.

1. When a "Traveler" is moved into a square occupied by a "Sun" piece, the "Sun" piece is removed from the board. A "Traveler" cannot remove a "Storm" piece or another "Traveler".

2. When a "Sun" is moved into a square occupied by a "Storm", the "Storm" piece is removed from the board. A "Sun" cannot remove a "Traveler" or another "Sun".

3. When a "Storm" piece is moved into a square occupied by a "Traveler", the "Traveler" may be transferred to any other square in the board, by the player of the "Storm" piece. A "Storm" piece has no power over a "Sun" piece or another "Storm" piece.

"Travelers" are the only pieces that cannot be removed from the board. When caught by a "Storm", they can be transferred to any square on the board, usually being placed near their starting line. The "Travelers" may then be moved in the usual manner.

Players are not compelled to capture pieces when they are in a position to do so.

Jumping a piece over another piece is not permitted, therefore the paths of pieces may be successfully blocked. When a player on the offensive is blocked, he must not continue to move back and forth on the same squares but should move his piece away so that the game may continue.

The first player to succeed in moving one of his "Travelers" across the board into any one of the eight squares in the opposite first row, wins the game.

A longer game, and one that is even more exciting, may be played by agreeing that the first player to get two "Travelers" across the board wins the game. When a "Traveler" succeeds in crossing the board, it is brought back to any vacant square on its starting line, and may then start out again in the usual manner. If it succeeds in crossing the board again, or if the second "Traveler" is moved across, player wins the game.

[ 10 ]

## AVION FOR TWO PLAYERS

Here is a new game that you will find most interesting and exciting. It combines the principles of Fox and Geese with the interest of chess, and can be easily learned by young or old.

The object of "Avion" is to be the first to move a "Traveler" across the board into the opposite first row of squares, avoiding all hazards such as storms, etc., that the opposite player maneuvers to block your path. Very often a few daring moves will accomplish more than many careful plays, and the counting of moves in advance will sometimes bring home a traveler one step ahead of the other player's.

To begin the game, each player receives eight pieces of one color and places them on the checkerboard as illustrated in FIGURES 8 and 8A.



FIG. 8A

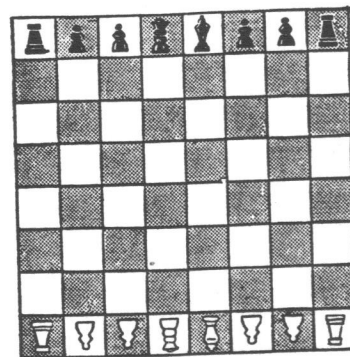


FIG. 8

Each player moves in turn, moving any piece one or two spaces forward, to either side, or backward, in one direction only per move.

[ 9 ]

## TIGH

This really "different" game for two players always starts with a new arrangement of checkers. It is played on the small five-square checkerboard, (see Figure "9") each player using twelve checkers of a color.

The game is divided into two parts, placing the checkers and moving them.

To start game, first player places two of his checkers on any two squares with the exception of the center square, which must not be filled by any player during the placing of the checkers. Second player then places two of his checkers on any vacant squares, excluding of course the center square. In turn, each player continues to place two checkers on vacant squares, until all checkers have been placed on the board. Moving of checkers then begins.

First player moves one of his checkers one square forward, backward, or to either side, but never *diagonally*. Evidently the first move must be into the middle or vacant square. Each player tries to move in order to catch one of the other player's checkers between two of his own, in a horizontal or perpendicular line, but not in a diagonal line. The three checkers must be close together without any vacant squares between them. For example, in Figure "9", the player of the black's by moving checker "1" up a square, captures white "A" between "3" and "1".

At the beginning of each turn of play, the player whose turn it is moves any of his checkers one space only. Should he succeed in capturing a checker he may again move *any one of his checkers* if by so moving another capture can be made. If he cannot capture again by moving, his turn ends. A player may continue to thus move and capture as many times as possible in one turn of play, all captured checkers being removed from the board. For example in Figure "9", the player of the black checkers first moves checker "1" up a square to capture checker "A". After removing "A" from the board, he moves checker "4" down a square to capture two white

[ 11 ]



checkers "B" and "D". (It is sometimes possible to capture as many as three checkers with one move.)

A player may safely move one of his checkers between two of the other player's as a checker can be captured only when the opposite player forces the capture.

Checkers cannot jump over other checkers at any time.

When a checker is captured and removed from the board, it must not be placed on the table until that player's turn is over, the placing of the checker on the table signifying that the player cannot capture further.

If one player becomes blocked and unable to move, the other either continues moving until he opens a way for the first to move or he has to remove one of his own men from the board, selecting one that permits the other player to move.

The game continues in this manner until one player has lost *all but one* of his checkers.

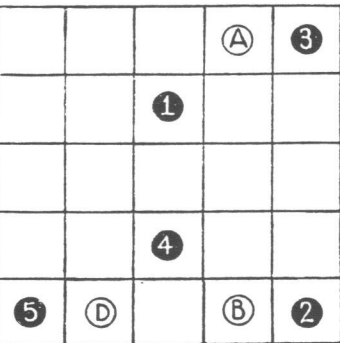


FIG. 9

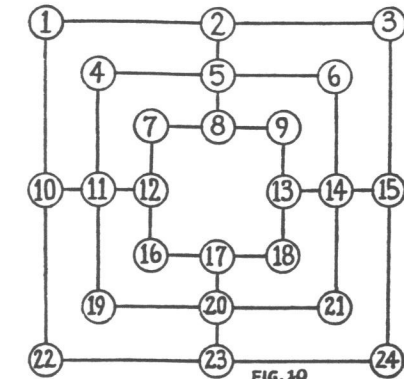


FIG. 10

[ 12 ]

## MERELLES

(SOMETIMES CALLED NINE MEN MORRIS)  
A UNIQUE AND INTERESTING GAME FOR TWO PEOPLE

This game is played on the small board illustrated in Figure "10".

Each player uses nine men of a color, the small chess pawns and bishops being used as men. The game begins with the first player placing one of his men on any circle. Second player likewise places one of his men on a vacant circle. Each player, in turn, continues to place a man on a vacant circle until all men have been placed on the board. Players, in turn, then move their men, moving from one circle to the next, in any direction along the lines.

Each player's object both in placing their men and in moving, is to form a row of three of his own men. For example, a player may form a row of three, by placing men at positions marked 1, 2 and 3 on the diagram, or at 4, 5 and 6, at 7, 8 and 9, at 2, 5 and 8, but not at 1, 4 and 7, nor at 3, 6 and 9.

When a player has succeeded in forming a row of three, he may take from the board any man of the opposite player; but he must not disturb a row of three if there is any other that he can take. When any player is reduced to two men he loses the game.

In moving the men, should a player form a line of three, he may on his next turn, move a man one circle away, and then on the following turn move it back again. He then receives credit for another row of three and may remove a man of the opposite player. It sometimes occurs that a player may be in a position to move one man back and forth along a line to form alternate rows of three men. Thus if a player has men at 17, 20, 23, 3 and 15, by moving the one at 23 to 24, and then back again, he can continue to make rows of three till the other player can bring up a man to block him.

## BANG-O

AN ENTERTAINING GAME FOR TWO PLAYERS

This is a grown up version of tick-tack-toe and is a favorite in many countries. It is played on the standard checkerboard, each player using twelve checkers of a color.

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First player places one of his checkers on any square in the board. Second player likewise places a checker on a vacant square, and each player in turn, continues to place a checker on the board. The object is to place five checkers in a straight row without any checkers of the other player being between them. The row may run across the board, up and down, or diagonally in a direction from corner to corner. The five checkers do not have to be close to each other but may be separated by vacant spaces.

The first player to succeed in forming a row of five of his checkers wins the game. However, should both players place all their checkers on the board without forming a row of five, then each player, in turn, picks up one checker and places it on any vacant square in the board.

Game continues in this manner until one player succeeds in forming his row of five checkers.

## PY HY KY

FOR TWO PLAYERS

This game is played on the small five-square playing field with the small star in the center, each player using twelve checkers of a color.

To begin game first player places one of his checkers on any square. Second player places *two* of his checkers on vacant squares, (one checker to a square) and game continues with each player, in turn, placing one checker on a vacant square.

The winner of the game is the player who first succeeds in placing five of his checkers in a straight row, across the board, up and down, or diagonally from corner to corner. In the event that no player succeeds in forming a row of five, then the player who has the most rows of four checkers in line wins the game. Should both players have an equal number of rows with four in line, then the player with the most rows of three checkers in line wins the game.

Four games should be played, players alternating for first turn after each game.

[ 14 ]

## PICK - ME - UP

A UNIQUE GAME FOR TWO PLAYERS

On one side of the standard checkerboard is a row of fifteen diamonds. Place fifteen of the small chess pawns on the diamonds, one on each diamond. (Pawns of both colors should be used.)

One player takes one end of the row and the second player the other end. Taking turns, they remove from their respective ends as many pawns as they wish, *not exceeding three at any turn*.

The object of the game is to avoid being the player to remove the last pawn from the board. (The last pawn does not necessarily have to be in the center of the row, but may be any one of the fifteen pawns.)

The following is a typical game.

Player "A" picks up two pawns, leaving thirteen. Player "B" picks up three pawns leaving ten. "A" picks one pawn leaving nine. "B" picks two pawns leaving seven. "A" picks two pawns leaving five. "B" picks one pawn leaving four. "A" picks three pawns leaving one. "B" has to pick up the last pawn, therefore he loses the game.

There is a system of picking up the pawns that will practically assure a player of winning. To disclose it would be unfair to all players, therefore it is up to each to discover it for himself.

## CHECKER PUZZLE

On one side of the standard checkerboard is a row of seven small diamonds. Place three of the small chess pawns of one color on the three diamonds at the left of the row, and three pawns of another color on the three diamonds at the right of the row. The diamond in the center of the row is left vacant.

The object of the puzzle is to reverse the positions of the pawns, by transferring those on the right diamonds to the left, and those on the left diamonds to the right.

Pawns may be moved *one* diamond at a time, or may jump over *one* pawn, always moving or jumping into a vacant diamond.

[ 15 ]