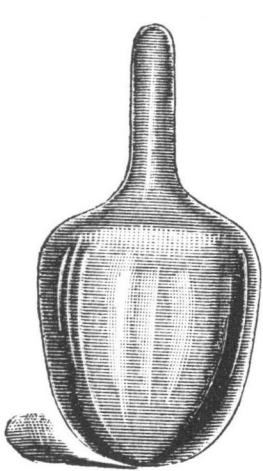


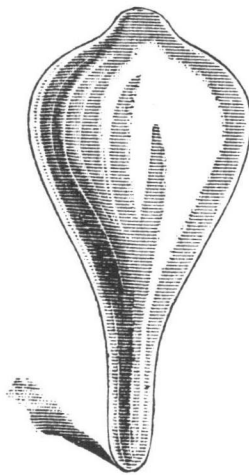
RED, WHITE AND BLUE
Archarena Spinning Tops

25 NEW TOP GAMES

Are played on the Checker side
of the Archarena Board.

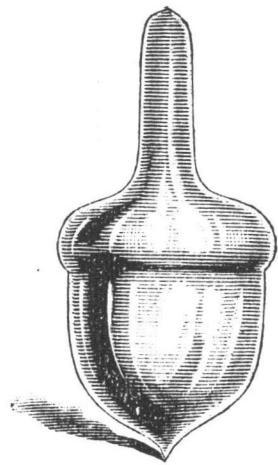


TIPSY



TOPSY

PATENT APPLIED FOR.



TURVY

The Tops can be made to spin on either end, but for an ordinary game they spin with the short end down.

Extra Sets of Six Tops, post paid, 25c.

To be had only of the
Archarena Co., Peoria, Ill.

RULES

1. SPINOZA

1. Object of the game is to see who can spin his top the longest.

2. Three persons can play, each taking one top, making choice of color.

3. The start is made by one person counting "one, two, three," and just as the word "three" is pronounced, each spins his top.

4. The top spinning the longest wins the round.

5. Five rounds make a game.

6. The one winning three rounds being the winner.

2. SPINETTE

Each player takes three tops and spins one after another so as to have all three tops spinning at once, if he can. If the first or second top stops spinning before the third begins, the one stopping makes no count. (See who can repeat this sentence fastest without a mistake.)

1. The object of this game is to make a score by the position of the top when it is done spinning.

2. Inside of the circle counts 10.

3. Outside of the circle, but in the square bounded by the outside lines, makes a score of 5.

4. If the top goes into the pocket, or beyond the outside line, there is no score made.

5. Tops spinning on the long end, or handle end, make their position count double, but the player has the privilege of using only one of his tops to make this double count in his play with the three tops.

6. The person first getting a score of 50, has the game.

3. TEN-PIN TOP GAME

From two to eight persons can play this game. In case of four, those opposite may be partners. Place the full set of Ten-pins around the circle equi-distant.

1. Each player spins the blue top, Topsy, within the circle and counts one for each pin knocked down.

2. Each player is allowed to spin three times.

3. The player scoring the most points in three rounds, wins the game.

4. A "round" is when each party has had a turn of three spins.

5. On your third spin of each turn, the privilege of blowing is allowed. Both partners may blow.

4. FIVE PIN CUBAN TOP GAME

Place the pins as in the Five Pin Cuban Game.

Follow the same rules as in Ten Pin Top Game with the difference of placing the men only.

5. TRIANGLE TOP GAME

Place the full set of Ten Pins in the form of a triangle in the circle. Pins equi-distant. Follow same rules as in Ten Pin Top Game.

6. THREE PIN CIRCLE GAME

Place the three pins in a triangle in the circle, each pin at the outer edge of the circle and equi-distant. Follow the same rules as in Ten Pin Top Game, with the exception that if all the pins are knocked down at the end of the second spin, they may all three be set up for the third spin of that round.

7. FOUR PIN CIRCLE GAME

Set the pins up in the circle as in the Cocked Hat and Feather Game, following the same rules of the Ten Pin Top Game, with the exception named in Three Pin Circle Game.

8. FIVE BACK SPIN

Follow the rules of Four Pin Circle Game, setting the Pins up in the circle as in Five Back.

9. HEAD PIN FOUR BACK CIRCLE

Set the pin up in the circle as in the Head Pin and Four Back Game. Follow the Rules of the preceding game, No. 8.

10. SEVEN UP SPIN

Place the pins in the circle as in the Seven Up Game.

11. SPOT GAMES

The above games may all be varied still further by placing the pins on the Archarena Board, or Ten Pin Spots at the corner of the Board, always however on the opposite side from the player. These games will be more difficult on account of losing your top in the pocket.

12. TIPSY

Tipsy is the name of the blue top, most anyone could tell that by the way she spins. This is a time game but different from SPINOZA in the way of a forfeit.

1. The object is to spin and time each top.
2. Each player spins the three tops.
3. Tipsy leads and if she fails to spin thirty seconds you forfeit your entire turn of three spins.
4. Three rounds make a game.
5. Rounds consist of three spins for every player, unless you forfeit in spinning Tipsy.
6. Use a good watch for this game.

13. TOPSY

As a variation from the above game, Topsy, the white top, leads in the spin and runs the risk of a forfeit.

14. TURVY

A still further variation of the above is for Turvy, the red top to lead.

15. LONG END TIPSY

Follow the rules of game No. 12 above but in this case Tipsy leads spinning on the long end. The two other tops spin with the short end down.

16. TIPSY TOPSY TURVY

A variation of 15, Topsy the white top to lead, all the tops to spin with the long end down

17. HALF MINUTE BATTLE

1. Object: To see how many of the three tops you can make spin half a minute each, in three rounds.
2. Your opponent following tries the same thing with the three tops.
3. Three rounds make a game.
4. Tops to spin small end down.

18. LONG END BATTLE

Vary the above by spinning on the long end.

19. SPINNING BATTLE

1. Object: To see how long you can make the tops spin, one at a time, timing each top until it ceases to spin.
2. Use the three tops in your turn.
3. Three spins make a round.
4. Three rounds make a game.
5. The longest time in summing up the spins decides the game for that side.

20. THREE MINUTE BATTLE

1. Spin the tops in succession, following after the preceding top has ceased to spin.
2. The least number of spins in three minutes decides the game for that side.
3. Spin the tops in turn, Red, White and Blue, using them as many times as may be required to fill up three minutes.

21. CUBAN BATTLE SPIN

1. Place the pins in the circle as in the Five Pin Cuban Carrom game.

2. Spin the three tops all at once to knock down the pins.
3. When one minute is up the Battle is ended.
4. The side knocking down the most pins wins the game.
5. If all the pins are knocked down within the minute, they are all set up and the person spinning the three tops again spins to count all pins knocked down in next minute.

22. DIAGONAL PINS

1. Place the pins on the squares as in Diagonal Checkers, using the opposite corner only, with a pin on each of the nine squares. (See cut in Diagonal Checkers.)
2. Spin the tops to knock down the pins as in Rules of Ten Pin Top Game.

23. PYRAMID PINS

1. Place the pins on the squares as in Pyramid Checkers using the opposite side of the board from the person playing, as the field for the pins. (See Pyramid in cut of Pyramid Checkers.)
2. Spin the tops to knock down the pins, as in Rules of Ten-Pin Top Games.

24. HALF ORANGE PINS

1. Place the pins in the form of a half orange in the half circle filling out to the middle of the circle, with six pins on the half circle rim, four pins on the diameter line of the circle and one pin in the center of the group, that is, using nine pins in all.

2. This half orange is set up opposite of the player, that is, on the half circle toward your opponent.

3. Follow the rules of the Ten Pin Top game in knocking down the pins. (Note: This position and name was suggested by the inventor's six year old son, Clayton.)

25. CUSHION ORANGE GAME

1. Place the men as in the Half Orange Game.

2. Follow the same rules, with the privilege of placing the cushion back of the Ten Pin Game, at an angle of 45 degrees as near to the circle as you may desire on your own side to keep the top near the pins.

3. The cushion back must not be moved after being placed.