

The Sparkle of Cortella

Draw up the four accustomed chairs
 Around the good old board ;
 Rattle out the ivory squares—
 And wooden colored hoard ;
 We'll all join in a social Game,
 The greatest home game played,
 The one that makes all others tame,
 The game that Atkins made.
CORTELLA, CORTELLA, CORTELLA.

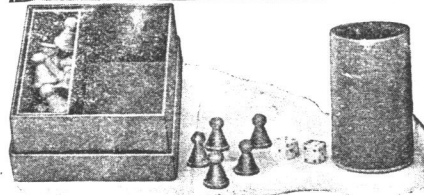
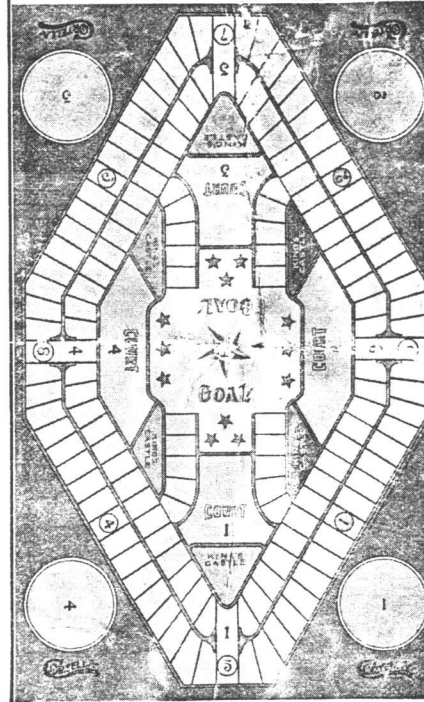
Round in the lucky Short-cut gate
 And Knight the common tars ;
 Advance the fight in fearless state
 And aim to gain Three Stars ;
 But whet up keen the appetite
 For Capture's fruitful score,
 To fill the Court with all in sight
 And hunt about for more.
THAT'S CORTELLA, CORTELLA.

Cry out the Rescue's startling shout
 When double six turns up,
 And Trap the man who does not doubt
 He shakes the winning cup.
 Keep clear the points that have been won
 In Castle, Court and Goal,
 And hail the one whose totals run
 The highest in the role.
CORTELLA, CORTELLA, CORTELLA.

ATKINS & COMPANY, INC., PUB. 7 So. MOLE ST., PHILA.

CORTELLA

THE PARLOR GAME
 TRADE MARK



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 3 pages per
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CORTELLA

WILL BE MAILED, POSTPAID BY THE
PUBLISHERS :

Single Game, complete . . \$1.00
Six Games, to one address 5.00

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A copy of the Rules will be mailed
upon receipt of 4 cents in stamps.

Cordially yours,

ATKINS & COMPANY, Inc.

PUBLISHERS

7 SOUTH MOLE STREET

Off Market, between 15th and 16th Streets

PHILADELPHIA



(Cortella is coined from Coltello, a two-edged blade; one that may cut either way. To get the 'Cortella' may either win or lose you the game.)

HOW TO PLAY—SUMMARY

Two, three or four can play (preferably four).

Open up the board and study it in connection with the following. You, for example, are sitting at the end of the board, having Green (No. 1) for your color: You have five Green men and a certain field on the board comprising:

HOME CIRCLE.—The large circle at your right in which your men are placed at the start.

AN ENTRANCE CIRCLE.—The small circle within the track near the Home Circle.

A GATEWAY.—The white space which leads from the Outer Track to the Inner Track.

THREE STAR.—On which you put your men when they enter the Goal.

A COURT.—To which you bring your opponent's men when Captured.

A KING'S CASTLE.—Into which your Captives are moved when Trapped.

Your men enter on Entrance No. 1 and move forward around the Outer Track. If they are lucky enough to stop on the small circles numbered 6, 7 or 8 (Short-cuts), they may on any next throw of the dice enter the Inner Track, but if they pass by these they must go clear round to your Gateway (white space No. 1). On the Inner Track the men are called Knights. They can move either forward or backward (both ways), and can enter any one of the four Run-

ways to the Goal. The Knight has great powers for Capturing the opponent. Over 50 new ways are developed just by the union of the Runways and the Inner Track, due to the fact that he can go from the Inner Track up the Runway on the number given by one die and back out upon the Inner Track by the number on the other die, thus making the Runway act like the "Y" in a railway switch. When you Capture an opponent, put him into your Court. He may get out if he can throw Double (Rescue), but if you can throw Double (Trap) you can move him into your King's Castle, where he is yours to the end of the Game.

When your man enters the Goal, put him on a Green Star. The fourth to enter goes to CORTELLA. This ends the game, but the player who has the most Captives and Stars, according to the points as stated in Paragraph No. 10 is the WINNER. Be sure that you have the most POINTS before taking CORTELLA.

DEFINITION OF TERMS

1. The Entry.—No bridges or blockades are permitted; i. e., only one man can occupy a small circle or a space at one time. A man may pass by one of his own men or one of his opponents' men anywhere.

At the start you place your five men in your Home-circle (the large circle whose number faces you). Whenever you throw a 5, or 1 and 4 or 2 and 3, the sum of which is 5, you are obliged to enter a man, unless prevented by one of your own men. This is done by moving him from your Home-circle to your Entrance (the small circle having the

same number as your Home-circle). In case you throw 5 and 1 you are required to enter and move the same man forward 1 space; 5 and 2, enter and 2 spaces; 5 and 5, enter and 5 spaces, and so on; (you are not permitted to enter two men on a throw of double 5). But if the space to which the number counts you is occupied by one of your own men you are at liberty to move any other man. If you throw 5 and 1 and one of your own men rests on your Entrance, you will move him forward one space and enter a man. If an opponent rests on your Entrance and you make a throw that entitles you to enter, you enter your man and Capture your opponent and send him to your Court as hereinafter explained. Entering a man entitles you to another throw, and this is repeated again and again as often as such play is made.

2. The Short-cut.—The Short-cuts are shown by the small circles containing the numbers 5, 6, 7 and 8. Whenever your man rests on one of these, he may, on any later throw, pass through the adjoining gate-way, even though it may not be your own, and gain the inner track and become a Knight. This shortens the road of travel which otherwise would lead him around the track to your own Gate-way. A Knight is not permitted to pass through a Gate-way outwardly to a Short-cut, or pass from the inner track back to the outer track.

3. The Knight.—When your man passes through any gate-way and attains the inner track he becomes a Knight, and has liberal powers as follows:

He may move either forward or backward on the inner track or on any of the run-ways leading to the Goal; he may

pass by or enter any run-way at pleasure; he may move the sum or the difference of the numbers on the two dice, and he may advance on one number thrown and retreat on the other or vice versa. To illustrate, assuming your Knight is on a run-way within two spaces of the Goal, and you throw 4 and 6, you can retreat on the 4 and advance on the 6 and reach the Goal. Again, if your Knight occupies the first space in advance of an opponent and you throw 4 and 5, you can advance on the 4 and retreat on the 5 and capture him.

4. The Capture.—You may displace and capture an opponent whenever he is on an open space on the outer or inner track or any run-way, by throwing a number which counts you to the space on which he rests. Pick him up, put your man on the space and place the opponent in your Court, where, if he remains, he counts 10 points at the end of the game. The opponent is safe from capture while on any of the small circles except when on your Entrance at the time that you become entitled to enter a man, in which case you are obliged to enter and capture him.

5. The Rescue.—The Rescue=Double 6 followed by the cry "Rescue." When you throw double 6 and cry "Rescue" you are entitled to remove any one of your own men in captivity in the courts of your opponents from the Court to the Goal and put him on one of your Stars. Each Star insures 10 points. (It is more fun and usually good policy to Rescue from the leader in the game). You may, however, make any available move other than Rescue, but if you have no other available move you are obliged to Rescue even though it may lose you the game.

6. The Trap.—The Trap=Double 1 followed by the cry "Trap." When you throw double 1 and cry "Trap" you are entitled to remove any one of your Captives from your Court to your King's Castle, from whence there is no possible rescue.

"And Trap the man who does not doubt
He shakes the winning cup."

A Trapped Captive counts 5 more than a captive in Court, or 15 points. Any other available move may be made if preferred.

7. The Repeat Throws.—You are awarded Repeat throws by the following three plays as often as they may occur. 1st, upon entering a man; 2d, upon entering a Knight in the Goal; and, 3d, upon making a throw of double (except if you shall elect to Rescue on a throw of double 6, or Trap on a throw of double 1, in either of which the Repeat throw is denied). It must be understood, however, that only one throw may be booked in advance; that is to say, you may gain one Repeat throw again and again, but not two throws as the result of any single throw.

8. The Three Stars.—Whenever you enter one of your Knights or Rescued Captives in the Goal he becomes a Star, and is placed on one of your three stars in front of your Court, where he remains to the end of the game. Every Star, as stated, counts 10 points. When all three Stars of any one color are covered, assuming the color is blue, the opponents cry out "Three Stars for Blue" as a warning.

9. The CORTELLA.—The CORTELLA ends the game. After you have your Three Stars, your fourth Knight or Res-

cued Captive to enter the Goal becomes the Star of the First Magnitude, hailed the "CORTELLA." Place him in the center of the Goal, exclaim "Cortella" and end the game. (The game always terminates when the fourth of any one color enters the Goal). The Cortella counts 15 Points. Then all the players count up their score of points to determine the winner.

10. The Count of Points.

A Star counts you.....10 Points
A Captive in your Court.....10 Points
A Captive in your King's Castle.15 Points
And the CORTELLA.....15 Points

PLAYING THE GAME

You begin by putting your five men in your Home-circle. As fast as they are entered you start them on their course around the outer track in the direction opposite from that traveled by the hands of a clock. The first big gain is to take advantage of the Short-cuts. If, unfortunately, you must pass by them, your men continue on the outer track until your own gate-way (the one bearing the same number as your Home-circle) is reached, which they enter without, of necessity, stopping on the adjoining Short-cut. If an opponent rests on this Short-cut (it being your own Gate-way), you are privileged to pass by him and enter the inner track. Your men are now Knights and their next destination is the Goal, which they may enter by any one of the four run-ways. Bear in mind, however, you can retreat from the Goal if it is deemed advantageous to do so, instead of entering it. To enter the Goal you must throw a number which counts the Knight exactly to it. An

excess number does not entitle the Knight to enter.

You may pass a man by your own men or your opponent's men, no matter whether on a small circle or space, anywhere, when you throw a number that entitles you to do so. When you pass by a man you do not pick him up. No blockades are permitted, i. e., only one man can occupy a small circle or a space at one time. The numbers on the two dice may be played out by moving one man the number of spaces indicated by the sum of the two, or by giving the value of one die to one man, and of the other to another. In moving, the space from which the man starts is not counted. Passing from a Short-cut through the adjoining Gate-way is counted as one space. When your man is on the outer track or on a short-cut you may continue him on the outer track and pass by any Gateway but your own.

A player is required to throw when his turn comes, and he is further required to move after a throw, when possible to do so, even though it may weaken his position and expose a man to capture, or cause a Knight to retreat from the Goal; or, if there is no other available move, he must enter the Cortella, by Rescue or otherwise, even though it loses him the game.

THE END OF THE GAME

As explained above, each player starts out with five men, but when any player gets his Three Stars and then enters the fourth—whether a Knight or a Rescued Captive—in the Goal, he becomes the CORTELLA and this ends the game. But bear in mind, please, you may get the Cortella and still lose the game.

When the game ends the count is taken and it is the player who scores the most points who wins the game. All the players should keep a general count in mind after the warning of "Three Stars" for any one color. Before entering the fourth Knight a clever Cortelloist will quickly cast up his points, and if short will scout around for more Captives rather than enter and insure his own defeat. (One who thus enters becomes the "Guy" and provokes the laughter; no one wants to be the "Guy"). The player should endeavor, therefore, to run his men from the Entrance to the Goal; to Short-cut, Knight his men, Capture his opponents and send them to his Court, or Trap them in his King's Castle, and, so far as possible, Rescue any of his own men that may be in captivity, and get the Three Stars and the "CORTELLA."

TIE

In the event of a Tie, the player who has the Cortella must move him back to his Home-circle, and each other player may select any one of his men, no matter whether he be a Trapped Captive or a Captive in an opponent's Court, or wheresoever, and put him in his Home-circle. Then the game is played out, all participating.

BLOCK

In case the game becomes blocked by reason of each player having lost as many as two of his men to King's Castles, each selects one of his men in an opponent's King's Castle, and puts him in his Home-circle, and the game continues until some player meets the condition by getting Three Stars and the "Cortella," when, as stated, the game is concluded and the count made to determine the winner.

THE CORTELLA TOURNAMENT RULES

The Tournament consists of a series of games in which each player is given a score card, a record kept of the score made, and the one who scores the highest number of points in the series wins the Tournament.

Tournaments may be arranged to suit the occasion. A young lady may invite friends for an evening, making a group of four, and entertain them with a single game-board. Or a hostess may invite her guests for an afternoon to the number of eight, twelve, sixteen or any multiple of four. For each group a Cortella Game is provided. It usually requires from twenty-five to thirty minutes to play a game. The hostess plans in advance for such number of games to be played at each table as will meet the time at her disposal, and may shift her guests by breaking up the groups so as to foster sociability. At the end of the allotted number the score is computed, and the four victors then engage in a final game to conclude the Tournament. The hostess may, of course, vary the details at her pleasure. In case, for instance, sixteen guests were present, eight might be eliminated at the end of the second game, four others at the end of the third, leaving the four victors to engage in the final game.



THE GAME OF SKILL, CHANCE AND EXCITEMENT
STANDARD THE WORLD OVER

SOLD THROUGHOUT THE UNITED STATES,
CANADA AND FOREIGN COUNTRIES

WHAT OTHERS SAY

- "Wonderful scope."
- "A thoroughly sociable game."
- "Worth learning."
- "Innocent home pleasure, yet intense."
- "It's sure a ginger game."
- "The children make so much noise."
- "Cortella never repeats itself."
- "Clever, unique and individual."
- "The lithograph is beautiful."
- "It's fun to Rescue."
- "The Knight is a power."
- "We play it every night."
- "A great family game."
- "Will be played throughout the years."

WHAT GAME EXPERTS SAY

- "Cortella possesses five new game elements which have never appeared before in any other game."
- "Exceptional merit."
- "The best in many years."
- "A New Standard."

The genius of the rules, plus their elegant setting, are worth more than the price. "CORTELLA" is a Joy Forever—A Source of Lasting Pleasure. TRY IT.

Thousands of true lovers of games have welcomed the announcement of "CORTELLA." News of it has spread quickly far and near. Friend has told or written friend until it has become the

***Largest-Selling New Board
Game in the World***

"CORTELLA" is a completely new creation with as distinct individuality as Tennis, Golf, Checkers, or any other of the good games. It is interesting because of the situations which it alone originates, and it is the only game known which combines scientific play with the chance throw of dice. All the old familiar standards date back into the 70's and 80's. No new board game of merit has been produced in many years, so that "CORTELLA" has clear title to:

The First Standard Game of the Twentieth Century

Playing "CORTELLA" is great fun. The joy of the **Capture**, the thrill of the **Rescue**, the satisfaction of the **Trap**, together with the power of the **Knight**, the fun of combining against the leader, and the great feature, the "CORTELLA," make it the best game on earth for young and old alike. The little children may simply race around the tracks and cover their stars in the **Goal**, while the grown-ups see far deeper into the game and exercise much skill and science in the selection of plays. It becomes so fascinating that even at a late hour someone will say, "Let's play another."