

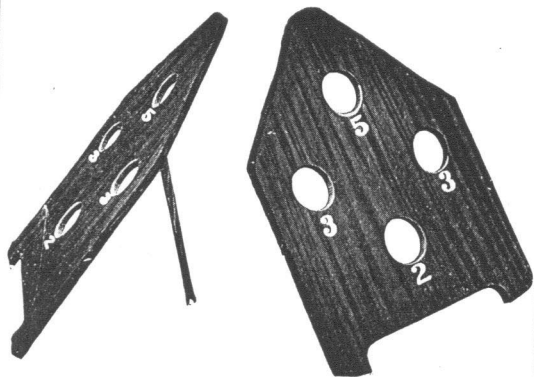
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Styles D No. 2 and E No. 1
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LUDINGTON, MICHIGAN

RULES

For Playing Games on the

Styles D No. 2 and
E. No. 1

Archarena Game Boards

MADE ONLY BY

The Carrom Company

Ludington, Michigan

U. S. A.

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EXPLANATORY

The best way to shoot is with the thumb and first finger, placing the finger close to the ring and holding it upright. By this method you will not hurt your finger.

A **Bank Shot** is one in which the ring shot hits the rim of the board before hitting a ring.

A **Carom Shot** is one in which the ring shot, caroms, or glances, from one ring to another.

A **Direct Shot** is one in which the ring shot first hits another ring.

Do not shoot too hard. These games are a test of skill, not an exhibition of strength.

To keep your board nice, remove mars and improve the shooting qualities of the playing surfaces, rub occasionally with a flannel cloth moistened with a good polish. (Our "Slipperine" is the best in the world for this purpose and for pianos, etc. Sent postpaid for 25 cents a box.)

STYLE E No. 1 STAR

Equipment—29 Hardwood Rings, 10 Tenpins, 1 Backstop, 1 Score Tab, 3 Spinning Tops, 1 complete Rule Book, 15 Numbered Discs, 2 Cues, 2 Dice, 1 Dice Box, 3 Green Flies, 3 Yellow Flies.

STYLE D No. 2 STAR

Equipment—29 Hardwood Rings, 15 Numbered Discs, 10 Tenpins, 1 Spinner, 1 Backstop, 1 Score Tab, 3 Spinning Tops, 1 complete Rule Book, 2 Cues, 1 Dice Box, 3 Yellow Flies, 3 Green Flies.

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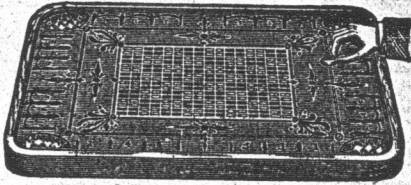
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CARROMS

(Trade Mark)

Played on the Checker Board Side

The board for this fascinating game should be placed on a small table, or held on the knees of the players, two, three or four persons being engaged in the game. Where four play each two sitting opposite should play as partners. First player is determined in any manner agreed upon.

The red and green rings, 24 in number, are then placed in center of board, after being well mixed up, putting the black ring over center spot. As a test of skill the black ring is often omitted. The first player then endeavors to snap the white ring, or shooter, into group so that one or more of the rings of the color he has chosen shall be knocked into the pockets, his turn continuing until he misses; then the next player shoots at the opposite color, and this continues until all the men are pocketed.

If the white ring goes into the pocket along with the ring shot at, or alone, a ring which is already down shall be placed back on the board as forfeit, as well as the ring or rings pocketed by that shot.

In shooting it is best to use the index finger, as greater accuracy can be obtained. Care should be taken to place the finger close to the ring when shooting, so as to avoid hurting the finger, as the proper shot is more of a shove than a snap.

At the end of each inning the counting is done as follows: Each ring left on the board after one side has pocketed its rings counts one point for that side. The black ring counts five for the player, or side pocketing same. So at the end of the inning if green have pocketed black ring, but have four rings left on the board they would count five and red four points.

Thirty points is the usual limit of the game, but this can be changed at the pleasure of the players.

RULES

1. The rings shall be well mixed up with black ring (when used) over center spot, by player of oppo-

8

site color to one shooting first. Shots must be made from inside base line.

2. The object of the game is for each player to pocket his own rings by means of the white shooter; failure to do this ends his turn. Partners should sit opposite each other.

3. When the white shooter is pocketed, the player shooting same shall put back on the board one of his own rings already pocketed as forfeit, besides replacing as near the center as possible (without moving the rings on the board) the ring or rings belonging to him pocketed by the shot.

4. If a player pockets one of his opponent's rings he loses his turn unless he at the same time pockets one of his own. Opponent's rings are not to be replaced when pocketed.

5. When a ring leaves the board it must be put back as near the center as possible. Should shooter and black ring be pocketed together, the black only shall be replaced as forfeit.

6. If the white shooter is moved at all, it shall be considered a shot.

7. The player pocketing the black ring scores five points independent of the final count.

8. Should black ring be left on board after one side have all their rings down the inning shall end when the black is pocketed. Rings left on board count one point each to players of opposite color.

9. Unless otherwise agreed a game shall consist of thirty points.

Other Variations in the Game which make it more interesting for Expert Players.

First. Each player must name the ring he intends pocketing. If he pockets another, it is returned to the center of the board, unless it is an opponent's or at the same time the ring named is pocketed.

Second. All shots at rings lying within the player's base line must be cushion shots, that is, the shooter must strike the cushion at some point on the board before hitting the ring.

TRAVELING CARROMS

(Trade Mark)

This game is a pleasing variation of the regular Carrom Game. It may be played by two, three or four players.

The rules, forfeits and counts of the regular Carrom Game govern this game except as follows:

Only one white shooter is used. The first player shoots until he fails to pocket one of his own rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and

4

shoots the shooter from where it lies. The players continue in turn until all the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

If a player fails to hit a ring of either color he must pay a forfeit of one ring. If the shooter goes off the board or into a pocket the player loses his turn and pays a forfeit the same as in the regular Carrom game. The next player can place the shooter on or outside the straight lines on any side of the board and the game then continues as before.

If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

Direct shots cannot be made at a ring of the player's own color where both shooter and ring are on the same side of the board, and touching the straight line or outside of it. If either the ring or the shooter is inside of the straight line a direct shot is allowable.

Or it may be played

by any number of players without keeping score, one shooter only to be used and each player pocketing all the rings possible regardless of color, the one pocketing the most rings winning the game; rules and forfeits to be observed as usual, varying where necessary.

If a longer game than one round is desired, it will be necessary to keep score.

CROKINOLE

Rules in Substance Same as Ordinary Crokinole

HOW TO BEGIN THE GAME

Each player sits square with the board, and may play anywhere along the outside (line) on the edge of the circle on the No. 1 Archarena Board or outer square on No. 2 Archarena Board, from corner to corner on his side; placing his man touching this line, he snaps or forces it at his opponent's on the field.

The first player may begin the game by placing one of his rings on the board in front of him on the line. With the flip (or snap) of his finger he endeavors to lodge his ring in the center pocket or recess.

The first one having now played, the one at his left plays next, placing his ring on the board in like manner, his object being not to reach the center pocket, but to force his opponent's ring into the ditch.

The most advantageous and fascinating part of the play is in forcing as many of your opponent's rings into the ditch (outside large circle on No. 1 Archarena Board) as possible. Often two and sometimes three are ditched at a single shot by caroming from one to the other.

Thus each player plays in turn till all the rings of each player have been discharged.

The count of this round is now recorded (see rules

for count.) The rings are again distributed as before, and another round is played in the same manner, excepting the second player in the previous round plays first in the new round.

RULES

1. Each player must have the same number of rings, (except when three are playing,) and in placing his ring for a shot must confine himself to his portion of the board.

2. Each player must keep his rings and hands off the board except when playing.

3. Neither the board nor the seat of any player can be moved while the round is in progress.

4. In delivering the shot, place the finger close to the ring, and do not use too much force.

5. A ring can be played but once during the round.

6. At the close of the round no ring can be moved till the count has been declared.

7. A player may place his man against any man near the margin within his bounds and thus send the two in any direction, and when a ring of his own color lies so near the edge as not to allow the ring to be placed outside, he may place it inside and shoot both as his own.

8. A ring having been shot off the board on the floor is placed in the ditch. Should it strike the outer railing and rebound on the board it must be put in the ditch.

9. A ring having been shot into the center pocket, must be wholly within the recess and lie flat in order to secure a count of 20, after which, in order to recount, must be wholly out of recess.

COUNT

A ring lodging in the center pocket or recess counts 20 for the side playing that color, and must be recorded at once, unless such record completes the game, when it can only be counted where it lies at the end of the round.

For instance, in playing a game of 100 should you already have a count of 80 or more, and shoot into the center pocket or recess, you cannot conclude the game with this score of 20 unless the ring remains there until the end of the round, in which case it will be the first one counted.

Under all other circumstances a score of 20 is recorded as soon as made.

A ring resting in the center pocket or recess at the end of the round and a score of 20 already recorded cannot be recorded again.

ROUND-UP COUNTS—At the close of the round (that is, each having played out his six men), a count

is made of all men left on the field. Men in the small circle count 15 each, in the next larger circle count 10 each, and all inside the largest circle on No. 1 Archarena Board or largest square on No. 2 Archarena Board count 5 each. Difference in round-up counts makes the score for side having most. Men on a line are outside that line on a round-up count.

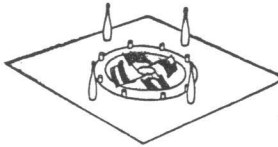
After the round-up count, each player then takes six men and begins another round. No game is ended till all men of the round are played out; then the side having 100 or the most over 100 wins the game.

The four corner pockets are in this game only a convenient place to leave men who are forced off the field.

CROKINOLA

Follow the rules as in the popular game of Crokinole, with the following variations, which add a great deal of interest to the game, as played by skillful players.

1. Set the pins on the four places, as seen in the cut, on the Crokinole side. Persons sitting opposite are partners. In case two are playing only two pins are spotted, one immediately in front of each player. The pin spotted on the opposite side must be knocked down by the player with his own rings or he makes



no count at the end of the round. Each player has six rings, as in Crokinole.

2. After knocking the pin down, the player can take up the ring for another shot. (This adds great sport, as you may sometimes get a double

value in knocking down the pin at a stage of the game when it will give you victory in shooting the ring a second time.)

3. If you knock down any other pins than the one at the opposite side from you, they must be set up again. You may shoot against any of your own rings to knock the pin down.

4. You must shoot either to knock down the pin or at an opponent's ring. You have choice of either play unless the pin is down and an opponent has no ring on the board; you can then shoot for the center recess or pocket, which makes a count the same as in the regular rules of Crokinole.

We think the above is a great improvement on the very popular game of Crokinole, and have no doubt it will spread rapidly as a new parlor game.

CARROMOLA

Played on the Checker Board Side

This is a most interesting game. As the name indi-

cates, the count is made exclusively by carom shots from one ring to another, or if to a second ring, count for each carrom.

1. Place four rings in center of board in same position as pins in Crokinola, at right angles from the center, on the four sides of the circle. Use one red shooter for each person playing, and shoot from the line on your side of the board at any point between the line and the rail of the board.

2. The object of the game is to make a count by caroming from one ring to another. The player continues to play as long as he can make a carom, and counts one for each carom. He may pocket a man as often as he pleases, provided he has made a carom just before pocketing. He then places the ring from the pocket as directed below, and continues to play to make further count by caroms.

3. A ring pocketed must be taken out and placed in the center of the board; if there is one in the center of the board, it must be placed at the right in line with other rings direct from the center. If this is occupied it is then placed to the left side.

4. Caroms from ring to ring may be made by first caroming from the rim of the board.

5. **Forfeits.** If at any time your shooter goes into a pocket or off the board, you forfeit one point, to be deducted from the score, and cease to play, taking your shooter from the board, and the person to your left has his turn.

6. A score of twenty-five constitutes a game, or excess over twenty-five in case all persons have not had the same number of turns.

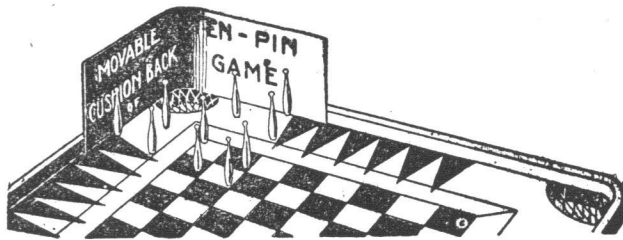
Variation No. 1. A variation of the above game, making it easier for beginners, by placing 5 rings on the board instead of 4, the fifth ring being placed in the center of the board.

Variation No. 2. A still further interesting variation of the Carromola Game, and perhaps the most popular, though not the most skillful is by allowing a score of one for putting a ring into the pocket, and the privilege of pocketing a ring during your turn after each carom.

RULES FOR TEN-PINS

Rules generally adopted by leading tournaments in the United States and Canada, as reconstructed by the American Bowling Congress—except that in this game we use the Carrom Rings instead of balls, and force them with a snap of the finger, as in the game Shuvette, and we prefer to use three Rings instead of two. If, however, players wish, they may elect to use two rings only. We also count, in Cocked Hat, both Spares and Strikes, with the same rules as in Ten-Pins.

Set up the Ten Pins 1½ inches apart in 6-inch triangle, four pins each way, as seen in cut.



THIS SHOWS HOW TO SET TEN-PINS

Two persons or four play, and pass Pins across the Board without rising from seat, and each set up Pins for the Player at opposite corner. The small cut shows how to place the book cover back as a cushion in the corner. After the play or turn, pass the book cover with the pins over to the opposite side.

If Ring rebounds from cushion back, all Pins knocked down shall count. Pins knocked down by Pin, or Pins rebounding from the side or cushion back shall count as Pins down.

Dead Wood—Pins knocked down but remaining on the alleys, are termed "Dead Wood," and must be removed from the alleys before the next Ring is shot. Should a pin fall in removing the "dead wood" it must be replaced.

The Count—Three rings shall be allowed for each frame, except when a Strike is made, as designated below, or when a spare is made, in the last frame, which must be completed before leaving the alley, and on the same alley as made.

Strikes—A strike is credited when a player knocks over the ten Pins with the first delivered Ring, which is designated by a cross (x) in the upper right-hand corner of his frame, the score is left open for that frame and the player is credited with whatever Pins are made with the next two successive rings.

Spare—A spare is credited whenever a player clears the alley with the first and second Rings. It is designated by a small line in the upper right-hand corner of the frame in which it is made, and the total score in that frame is left open till the player shall have snapped one Ring in his next turn, when the number of Pins knocked down by such ring are immediately added to the ten credited by the spare. In the last frame the player finishes before leaving the alley, as heretofore provided.

Breaks—A break is charged to a player at all times when neither a strike nor spare is made. Then the player is allowed only the total number of Pins down.

Game—If the score at the end of the tenth

frame be a tie, play shall continue upon the same alley until a majority of points upon an equal number of frames shall conclude the game.

Match Games—In all match games the umpire selected shall be satisfactory to the captains of the competing teams. It shall be his duty to see that the regulations respecting the alleys, pins, ring and all the rules appertaining to the game are strictly enforced. The umpire shall also be the sole judge of fair and unfair plays.

COCKED HAT AND FEATHER



1. Pins are spotted as above at corner of board as in ten pins, center Pin being the feather.
2. Use three Rings. Ten innings make the game.
3. All Pins except the feather have to be knocked down or the inning makes no count.
4. If the feather is left standing alone the inning counts one.
5. The maximum count is 10.

COCKED HAT

This game is played with three pins standing in a triangle at corner of board as in ten pins. The system of scoring is the same in this game as in Ten Pins, except that a strike counts 3, and each Pin knocked down counts 1.

AMERICAN NINE PINS



1. Set Pins as in diagram above at corner of board as in Ten Pins.
2. The game has ten innings.
3. Three rings are allotted to each inning.

4. An Inning goes for nothing unless one Pin is left standing.
5. Dead wood is to be removed.
6. The possible score is 10.

FIVE BACK

O O O O O

1. The Pins are spotted as in diagram above at corner of board as in Ten Pins.
2. Strikes and Spares count five each.
3. Three rings are used.
4. Game is made of ten innings.
5. The maximum count is 150.

HEAD PIN AND FOUR BACK

O O O O

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1. Set the Pins as in the diagram at corner of board as in Ten Pins.
2. If the four Pins are knocked down and the head Pin left standing, the score is 2. If all the Pins are knocked down the score is 1.
3. Three rings are allowed in each inning.
4. Ten innings make a game.
5. Maximum count is 20.

SEVEN UP

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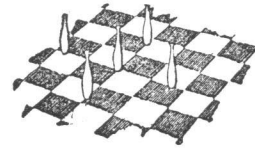
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1. The Pins are set up as above at corner of board as in Ten Pins.
2. Each Pin counts 1.

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3. Use three rings.
4. Strikes and Spares count as in American Ten Pin Game.
5. Ten Innings to a game.

FIVE-PIN CUBAN CARROM GAME



Two to four persons can play this game. Place the pins as in illustration cut. Each player takes five rings and plays in turn, one shot at a time. In order to make a count the shooter must carom from the cushion or rim of the board, or from another ring, and knock down one or more pins. Playing direct at pins is not allowed.

Twenty-five points constitute a game. The center pin counts 5 and the outside pins 2 each.

In case no player has succeeded in making a count of 25 after the pins have been set up five successive times, then the one having the largest score wins the game.

SHOOTING THE WILD DUCKS

Two persons can play this game.

Use six rings of different colors and a red shooter.

Three green rings are to be placed on the wide part or base of the Backgammon spots, beginning with the first Backgammon spot to your right. Leaving one Backgammon spot vacant you place another colored ring on the third Backgammon spot from the right and another ring on the fifth Backgammon spot from the right.

The player on the opposite side places his three red rings in a similar way, beginning with his right hand Backgammon spot. His colors for rings must be different from his opponent's.

Having placed the rings, you select a ring and seek to pocket it. If you succeed you shoot again. If you fail your opponent selects a ring and seeks to pocket it. In your next turn you must continue to chase the ring you named, and can shoot at no other until it is pocketed.

Rings displaced remain where they stop. Rings other than those named going into a pocket are to be placed on the Backgammon spots, beginning with the vacant one nearest the right hand.

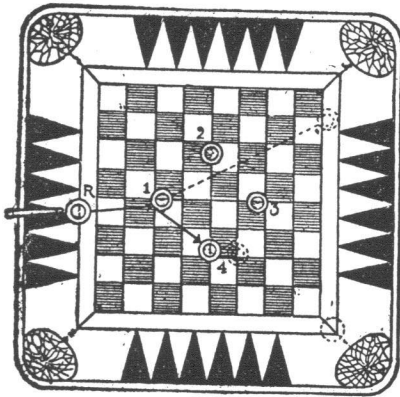
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If a shooter goes off the board or in a pocket the person loses his turn and forfeits any man pocketed by the shot.

The player who first pockets all his men wins the game or the score if three rounds are played.

NOTE—This game may be played by placing the rings on the points of the Backgammon spots instead of the base if so preferred. This makes the game somewhat easier.

BILLIARDETTTE



At comparatively little expense, the fascination and pleasure of billiards may be enjoyed on a parlor table.

RULES

Use six rings, four white, one red, one green. Red and green rings are the shooters.

Place four white rings as shown in cut. Bank for the first shot. The one stopping nearest the cushion has the first shot.

The one playing first snaps his red ring from the line on his side, seeking to either force a ring into the pocket or to make a carom from one ring to another. In case he hits two rings he counts 1, and if he hits three rings he counts 2. If he sends a ring into the pocket he makes a count of 1. He continues to play until he misses making a carom or fails to force a ring into a pocket. His opponent follows in the same manner.

After the first shot on each side you walk around the Board to play from where your red ring stops.

If any player's shooter goes into the pocket or off the Board he makes no count for that shot, but loses his turn, and when playing again may start from any point outside the boundary lines of the checkerboard.

Any ring going into the pocket other than the shooter is placed as near as possible in the center of the circle without disarranging other rings. The person who forces the ring into the pocket has the option of placing it on either side of the rings in the center, so he gets the nearest to the center. This gives him the advantage of placing it so he can carom on two or more rings.

If the player forces his opponent's shooter into the pocket it makes a count the same as any other ring, but the opponent takes it out and has the privilege of placing it anywhere outside of the boundary lines of checkerboard when his turn comes to play.

This game may be completed in 21 points, but it must be 21 exactly. A player overrunning 21 must start over again.

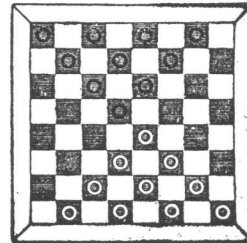
The game may be played with either a cue or use of the finger.

THE HAWK AND THE SPARROWS

Two persons play this game using checkerboard.

The white rings represent the sparrows. Place four of them on the last four dark checker squares on the opposite side of the board from you, and one black ring "the hawk" on the dark corner square nearest to you. The men can move only one square at a time diagonally, the sparrows forward only, the hawk forward or backward. There is no jumping or capturing and the object of the sparrows is to pin the hawk in so that he cannot move. If the hawk can reach the open field behind the sparrows he is free and wins the game. The game is a certainty for the sparrows if properly played. Work this puzzle game out.

PYRAMID CHECKERS



Two persons can play this game.

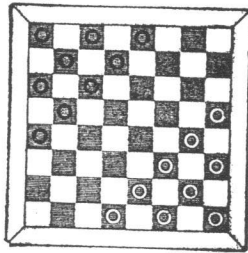
Place the men as seen in the above cut in the form of pyramids using 10 white and 10 black rings on the dark colored spots of checkerboard.

The object of the game is to get your men upon the squares of the pyramid on the opposite side. The moves are forward only, never backward.

You can jump a man of either color but you are not compelled to jump.

The person getting the nearest to a complete pyramid before the game is blocked is the winner.

DIAGONAL CHECKERS



This game is played by two persons.

Sit square with the board and place nine men on the dark colored squares having a single dark square to your left as seen in the cut above.

The rules in the regular game of checkers are to be followed in this game with the exception that the men are crowned kings only when they reach the corner dark colored square on the opposite side. The three men in the upper and lower dark colored squares are common soldiers that can never be promoted to the royal position of king but they may be skilfully used in the game.

This game will afford a great deal of pleasurable variation from the ordinary game of checkers as it requires very skilful playing to get many kings.

CHILDRESS; OR SIX-PIN POINT GAME

Two to four persons can play this game, each taking six rings.

Set up six Ten Pins on the Backgammon points opposite, and shoot to knock down one of the four inside pins without knocking down two. This gives you a second shot and allows you to shoot the end Pins.

If at any time you knock down two, or miss striking any, your play ceases. Knocking all pins down in

six successive shots, gives you a double count on the next round. A round is six shots for each side unless all pins are knocked down in less.

The game is completed when each party has had the pins set up three times. The one having the largest score wins the game. After every shot clear the field of dead pins and rings.

This game is more difficult on the No. 1 Archarena game board than on the No. 2 as the Crokinole posts interfere.

GAME OF FORTY-SIX

Two or more persons can play this game, walking around the Board.

This game is played with the use of the cue or a snap of the finger. The pockets are numbered 1, 2, 3 and 4.

15 rings are put in the circle. The first player places the red ring shooter on the line drawn from the pockets numbered 1 and 2.

Bank for the first shot. The player seeks to force some of the rings out of the circle into the pockets and a count is made by the number of the pocket. If two rings go into the same pocket count for each of them. The player continues to play until he misses getting a man into pocket. When he misses the next player uses the red man, shooting from where he lies and forces rings into pockets counting the number of the pocket each time.

If the red ring goes into the pocket or off the Board the turn ceases and any men pocketed by that shot are placed back as near the center of the Board as possible. The next player takes the red ring and places it at the head of the Board on the same line where the start was made.

Forty-six counts complete the game. The last player, however, must make a count of exactly 46 or no count is made.

NOTE—This Game can be played by remaining seated instead of walking around the Board if preferred.

DITCH CARROM GAME

Ditch Carrom is played on the Crokinole side of the Board by placing sixteen men in the center within the circle. In order to mix them up well they may be placed one black, then one white, making four rows of four men each. The ditch on No. 1 Archarena Board is the space between rim of Board and large circle of diagram.

The object of the Game is to use the red man as a player to force your opponent's men into the ditch. Two or four can play. Partners sit opposite, and each player plays from the large circle between the pockets on the No. 1 Archarena Board, or the large square on the No. 2 Archarena Board, on his side of board.

The shot is made by placing the finger close to the red man, and forcing it with a shove or a snap.

RULE 1. Each player's turn continues until he misses knocking one of his opponent's men into the ditch. (The ditch is outside the large circle on the No. 1 Board or off the Crokinole panel on the No. 2 Board.) In case he forces one of his own men into the ditch, they are off the field and lost in the count.

RULE 2. If a player ditches one of his own men, his turn is lost, unless he also ditches one of his opponent's.

RULE 3. In case a man is knocked into the center pocket, a count of five is made for the side to which the man belongs, and the man is taken off the board. If the red man goes into the center pocket or off the board, the player ceases to play, pays forfeit, and the next person takes his turn.

RULE 4. Forfeit. If the red man goes into the ditch or hole, or off the board, the player shooting it shall put back one of opponent's men in the center or as near center as possible. These forfeits shall be placed touching each other in the circle as nearly as possible without moving men already on the board; but no other forfeits shall be made of any men ditched at the same time.

RULE 5. After one side has ditched all the opponent's men, a count of five each is made of his own men on the board. The men are then placed in the four rows in circle as before, and game continues to 50.

FLAGS OF THE NATIONS

Played on the No. 2 Archarena Board Only

The game is instructive and of an educational character. You may start from the flag of the United States, or the flag of England, or the flag of France, or the flag of Italy, as you may prefer; that is, one of the four flags in the center of the board. Your object is to go entirely around the board and return to the starting point. If you live in the United States your starting point would be by the flag of that country in the circle. If you live in England you may place your ring which you have chosen as representing you on the flag of Great Britain. You then use the spinner and start on your journey.

DIRECTIONS FOR PLAYING THE GAME

The game may be played by two or more persons, each person using a ring of different color to represent himself.

The first player places his ring on the board in the circle by the United States flag, and spinning the arrow, moves the ring to the number indicated by the

number of the spin. It rests there until his turn comes again. Each player follows in turn, starting from the same point, placing his ring as directed by the indicator wherever the arrow stops after the spin, at 1, 2, 3, 4, 5, or 6.

Each person in turn spins again, adding the number obtained to the number on the spot where his ring is located, and advances in his travel from country to country, unless he meets with reverses, being retired again to the starting point as indicated by the

printed characters. The round character **○** would require him to return home and make a new start at his next turn.

The character **+** at 18 is a cold country where he loses time, that is it indicates that he must miss his next turn.

The star ***** at 28 is a hot country where he gains time and moves on by having another spin, that is, he spins a second time, not waiting for his turn.

The character **⊙** at 38 is the Place of Safety, that is, no ring can pass you on this spot as long as you are there, but would have to remain on the spot.

If the number first obtained by the player is 4 in the first spin, this would place his ring on the flag of Holland, and he is supposed to become somewhat familiar with the population of the country where he remains until the next turn. The second person spinning, the indicator pointing to 6, would place his colored ring on the flag of Ireland, and so on. Each person starting from the center moves as directed by the indicator.

When the turn of the first player comes for his second spin he adds his number wherever the arrow stops to his number 4 on the flag of Holland, and if it is 6, it would place him on the flag of Portugal, number 10. The second player making his second spin, if he should move 6 points as directed by the indicator, it would place his ring on the flag of the Argentine Republic, number 12, where he would find the character of the circle, which would require him to return home and start again, that is, he would return to the large flag of the United States.

Thus the game progresses, each spinning in turn except when directed otherwise by the characters as stated above. And whenever the indicator points to a number which, added to the number where the ring of the individual rests, would carry him beyond 40, he would need to make exactly 41 if he was aiming to stop at the United States flag as the place of his return home. Or, if the game was played in Great Britain he would continue on to reach 44 but must exactly reach 44 and not go beyond it in order to win the game, that is, if he put him on 3 he would stop at 43 and remain there until his next turn, then his only possible chance of winning the game would be to

spin the 1, landing him on 44. If he were to spin 2, or 3, or 4, or 5, or 6, it would carry him too far and he would have to remain where he was until it came his turn again.

SEVENTH CENTURY GAME OF SHOVEL BOARD

Played on the No. 2 Archarena Board Only

Each person is provided with four rings of the same color. The person playing first must place a ring on flag No. 1, that is, the flag of Egypt, then force with a cue stick (or snap of the finger if preferred) to shovel or slide it along the board to the Goals which are the flags numbered 7, 8, 9 and 10.

If a ring fails to reach one of these flags, it is removed from the Board.

Each player forces one ring in turn until each has used his four rings; then a count is made for each ring that rests wholly or in part on any of the four flags mentioned. It must be on the flag proper, neither the staff, its point or tassel will count.

Count the number that belongs to the flag for the rings that are on it. Any rings that are knocked into the pocket are considered in the sea and are lost.

It is fine playing to force your opponent's rings into the sea by shovelling your own against his.

A score of 50 or the greatest excess beyond 50 wins the game, after the round is played out.

CHECKERS

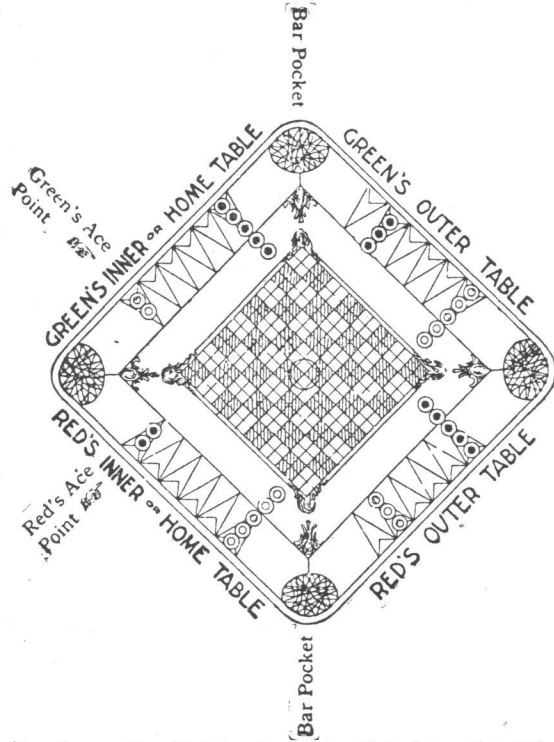
This game of Checkers is more easily learned from those who know how to play than to be studied out from rules. In nearly every family some one is familiar with the game. We, therefore, do not publish any rules for regular checkers. We have rules for some pleasant new games such as Pyramid Checkers and Diagonal Checkers.

GAME OF CHESS

While this game is played on our checkerboard, we do not furnish the chessmen. They can be had at any bookstore, and the rules of chess we do not publish in our Book of Rules.

BACKGAMMON

Only two persons can play the game. It may be played on the Crokinole side of the No. 1 Star and on the Carron side of the No. 2 Star Archarena Game



Board, on the 24 triangles extending from the outside rim of the board towards the center. The necessary implements for playing the game are 12 red rings, 3 yellow flies, 12 green rings, 3 green flies, one pair of dice and one dice cup.

The board is divided into tables, each table being made up of six points.

Each player has two tables, an inner or home and an outer one.

Regular backgammon boards have a raised piece or bar running across the board up and down, dividing it so the inner tables are on one side of the bar and the outer tables on the other. In playing the game on the Nos. 1 and 2 Archarena Boards, players will use the Crokinole and Carrom dividing lines respectively next to them in place of bars, calling them bar-lines.

Players should sit at opposite corners of the board. Both inner tables are one side of the board and both outer tables on the other side. (See diagram.)

The 30 men are disposed at the commencement of a game in the manner shown on the diagram, but the arrangement of them may be reversed if desired, the red men being put where the green now stand, and vice versa.

The great object of the game is for each player to bring his men around into his own inner table; and this is accomplished by throws of the dice. Each player is provided with a box and one dice, and the game is regulated by the number of spots that are faced upwards when the dice are thrown.

At the start, each player takes his dice-box and shakes one die in it, two fingers being placed over the open end of the box to prevent the die from being shaken out.

After shaking, the die is thrown on the board. The player who throws the highest number has the first play. He may either adopt the two numbers just thrown, or he may take up the dice and throw them again.

The march of the men is from the opponent's inner table to his outer table, then to the caster's outer table, and lastly to his own home table. It is obvious that the Red and Green men are playing in opposite directions. Of course where men are originally placed part of the way home, they only have to traverse the remainder of the distance.

Each player moves his own men from point to point, the moves being determined by throws of the dice made by the players alternately. A player may move any of his men a number of points corresponding to the numbers thrown by him, provided the board is not blocked by two or more of his adversary's men occupying the point to which he wishes to move. Thus, suppose red throws five, six, he may move one of his men from the right-hand corner of green's inner table to the right-hand corner of green's outer table for six; he may again, move the same man five points further on, viz: to the left-hand point of the same table for five, when his move is completed, or he may leave the man first moved six, and move any other man five points, where the board is open. But red cannot move a man for five from the ace point in green's inner table, because the six point in that table (i. e., the fifth point from where red moves) is blocked by the green men. Any part of the throw which cannot be moved is of no effect, but it is compulsory for a player to move the whole throw if he

can. Thus, if the men were differently placed, and red could move a six, and having done so could not move a five, his move is completed. If, however, by moving the five first, he can afterwards move a six, he may be required to make the move in that manner.

When two similar numbers are thrown (called **doublings**) the player has a double move. Thus, if he throws aces he has to move four aces instead of two, and so on for the other numbers.

If a player moves his men so as to occupy a point with two men, it is called **making a point**. Thus, if ace, they are thrown and red moves one man from the three in his outer table to the five point in his inner table, for **trey**, and then moves a man from the six point to the five point of his inner table, for **ace**, he makes a point there.

If a player leaves only a single man on a point, or places a single man on an unoccupied point it is called **leaving a blot**. Thus, if the first throw is six, five and red carries a man from green's inner table as far as he will go, red leaves a blot on the ace point of his opponent's home table.

When a blot is left the man may be taken up, or the blot may be hit, if, while it remains, the adversary throws a number which will enable him to place a man on that point. For example, if a blot is left on green's ace point, as in the case previously supposed, and green throws a five, or numbers that make up five, he can hit the blot from his six point, or similarly if he throws seven, or numbers that make up seven, he can hit the blot from the three men posted in his outer table. The man hit is placed in the bar-pocket, and has to enter green's inner table again at red's next throw.

It will be observed that green in taking up red leaves a blot himself, which subjects him to be taken up if red enters with an ace. If this should occur, green's man is placed in the bar-pocket, and has at his next throw to enter red's inner table, whence he has to start his journey home. Suppose red to have a blot as before on green's ace point, and green to throw sixes, green could then move two men from red's outer table to his own bar point (so called because it is close to the bar pocket), and thence again to his own ace point, when he would hit red without leaving a blot.

The point in which a man is entered must not be blocked by two or more men belonging to the adversary. Thus, to carry on the illustration, if red now throws aces, or sixes, or six, ace, he cannot enter at all. He is not allowed to move any man while he has one to enter, consequently his throw is null and void, and green throws again. It sometimes happens that one player has a man up, and that his adversary occupies all the points on his own home table with two or more men (called **having his table made up**.) In this case, the player with a man up cannot enter, and as it is useless for him to throw, his adversary con-

tinues throwing until he is obliged to open a point on the inner table.

Two blots may be taken up at once if the adversary throws numbers that will hit them both. It is possible with doublets to take up four blots at once, but this could scarcely happen in a game between proficient players.

The game proceeds by moving the men around towards home, or by hitting blots and sending them back, until one of the players gets all his men into his inner table or home. As soon as this stage is reached, the player who has accomplished it begins to take his men off the board or to bear them. Thus, suppose he has several men on every point of his table, and throws six, four, he bears one man from his six point, and one from his four point. If his six point is unoccupied, he can bear a six from his five point, or from the highest point which is occupied, and so on with smaller numbers, provided the numbers thrown are higher than the points occupied; if lower the throw must be moved. A player has the option of moving a man when he can, instead of bearing it. Thus, in the case originally given the six must be borne, because a six cannot be moved, but the four may be moved if preferred, by moving a man from the six point to the two point, or from five to the ace point. Doublets entitle to bear or move four men in accordance with the previous rules. The adversary similarly bears his men as soon as he gets them all home. If, after a player has commenced bearing his men, he should be hit on a blot, he must enter on his adversary's inner table, and must bring the man taken up into his own inner table before he can bear any more.

Whoever first bears all his men, wins the game—a single game or hit if his adversary has borne any of his men; a double game or gammon if the adversary has not borne a man; and a triple game or backgammon, if, at the time the winner bears his last man, his adversary, not having borne a man, has one in the winner's inner table.

When a series of games is played, the winner of a hit has the first throw in the succeeding game; but if a gammon is won, the players each throw a single die to determine the first move of the next game.

The laws of backgammon as given by Hoyle are as follows:

1. When a man is taken from any point, it must be played; when two men are taken from it, they also must be played.
2. A man is not supposed to be played till it is placed upon a point and quitted.
3. If a player has only fourteen men in play, there is no penalty inflicted, because of his playing with a lesser number than he is entitled to, he plays to a disadvantage for want of the deficient man to make up his tables.
4. If he bears any number of men before he has entered a man taken up, and which of course he was obliged to enter, such men so borne

must be entered again in the adversary's tables as well as the man taken up. 5. If he has mistaken his throw and played it, and his adversary has thrown, it is not in the choice of either of the players to alter it, unless they both agree so to do.

RUSSIAN BACKGAMMON

This is a very pleasing game, and is preferred at many firesides to that which we have just described. Though played on the same board, with the same number of men; and the moves, governed by throws of the dice in the same manner, it differs in some respects from that game. Instead of placing the men before commencing the game, as in Backgammon (see cut), they are entered by throws of the dice, both players entering in the same table, which may be that at the left hand of either player; and both move in the same direction around the board to the opposite table. Thus supposing the entering table to be Red's home, the moves would be through Red's outer and Green's outer tables to Green's home.

The first entry is determined by each throwing two dice; the highest throw commences, and may be adopted for that entry, or another throw made.

The men are placed on the points of the entering table according to the number of dice thrown, one man only to each number, except in case of doublets.

When either player has his men all entered, he may commence moving them, in the direction already stated, to the opposite table, or home; but no move can be made by a player until all his men are entered.

The player who first bears all his men from the board, wins. It may be a Gammon, Backgammon, or Hit, the same as in the game of Backgammon.

The same rules apply as in the preceding game, to bearing the men after they are brought home, and also to men hit, which must be sent back to the entering table, and re-entered as at the commencement of the game.

Blots occurring in the entering table, while entering the men, are under the same rule as after the moves commence. Thus, if one player throws Six, Deuce, he enters one man on each of those points; the other, throwing Six, Ace, would take up the Six, placing his own man on that point, and enter one on the Ace point.

A peculiarity of the game is, that the player who is so fortunate as to throw doublets is entitled not only to four moves of the number thrown, but also to four moves of the number on the opposite side of the dice, and another throw of the dice in addition. Thus, if in commencing the game, he throws double Sixes, he would place four men on the Six points, four on the Ace point, and throw again. If then he throw double Deuces, he would place four on the Deuce point, the remaining three on the Cinque point, and move one man five points on its home course, having still an-

other throw left. In such a case as this, the adversary would have only two points open on which to enter his men; and most likely, before he succeeded in getting them all entered, the first player would have his men removed from the entering table, and well advanced on the march.

But in order to give a player the four additional moves by his doublets, he must be able first to complete those of the number thrown; and he will not be allowed another throw, unless he can move all the points to which he is entitled. For example:—if he throws Trois doubles, he must first move his four Trois points; then he will have the right to move four Quatre points; if he succeeds, he may throw again. If not, that is his misfortune.

As both players move in the same direction, it would seem to the inexperienced player that he who has his men first entered, and gains the start in the movement towards home, must have a decided advantage over his adversary. But this apparent advantage is deceptive; because he who is in the rear has the chance of hitting Blots, and thus retarding his opponent's game, which the other has not; and it requires much skill and caution in him who has the advance to save his men, and carry them safely through. His object is to secure as many successive points as possible, so that his adversary will be unable either to pass or hit any of his men. As long as he can keep six successive points covered, and leave no Blots behind, he is perfectly safe; but as soon as he breaks up this barrier, the player in the rear gains the advantage.

The varying chances which doublets give the player in this game render it very interesting, and sometimes quite exciting; for it frequently happens that they suddenly reverse the fortunes, and enable the game to be won, when otherwise it would seem hopeless.

The Russian Game is easily learned, especially by any one familiar with Backgammon; all the calculations of chances on the dice, etc., applying equally well to either game.

DOUBLE ENTRY POSTING

Played on Crokinole Side

The game may be played by two or more persons. In case of four those opposite are partners, each side or in case of two persons only, each person has four carrom rings, each side, or player having a different color.

1. Put two rings on each of the posts on your own side of the board. Your opponent does the same with his color.

2. The object of the game is to work your opponent's top ring off of the post by using the red shooter, forcing it with a snap of the finger from the outside

line. Shoot from anywhere along the line, the same as in Crokinole.

3. The top ring knocked off of the post counts 10. If it goes into the ditch it is then put on the post for another shot, but if the ring does not go into the ditch your next shot is to force it into the ditch, or you may shoot off the other top ring. When a ring is on the board, that is, off the post and not in the ditch, and you succeed in forcing it into the ditch, you put it on the peg again and have a play to dislodge it.

4. Each player continues shooting until he fails to dislodge a man or ditch a man. If you knock a bottom ring off the post it makes no count. If it goes in the ditch it is put back on the post, and if forced by you afterwards off the board into the ditch it is to be put back on the post.

5. Pick up your red shooter after each shot; do not leave him on the board.

6. If you knock one of the rings on your own side off the post, it counts for your opponent, and it is immediately put on the post again.

7. The player first scoring 50, or if preferred, 100 wins the game.

SINGLE ENTRY POSTING

Played on Crokinole Side

1. Observe the same rules as in double entry posting.

2. Put one ring on each of the posts on your side of the board, and two on post at the right. Your opponent does likewise.

3. Shoot off any ring, making a count of 10 for knocking off the top ring, and 5 for the rings where there is only one on the post.

4. You can allow as many rings to remain on the board as you please, but whenever you ditch a ring you put it at once on the post at the right, with the privilege of getting two on the posts if possible, and then knock off the top one by the next shot, so as to count 10.

5. 50 or 100 is the game.

SPINOZA

Played on the Checker Board Side

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.

SPINETTE

Played on the Checker Board Side

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 pronounce this sentence fastest without a mistake.)

1. The object of this game is to make a score in the position of the top when it is done spinning.
2. Inside the first circle counts 15.
3. Inside the second circle on the No. 1 Archarena Board or second square on No. 2 Archarena Board scores 10. Inside outer circle on No. 1 Archarena Board or outer square on No. 2 Archarena Board scores 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.

TEN-PIN TOP GAME

Played on the Checker Board Side

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 in a circle in center of board about 8 inches in diameter.

1. Each player spins the green top 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.

FIVE PIN CUBAN TOP GAME

Played on the Checker Board Side

Place the pins as in the Five Pin Cuban Game (Page 12.)

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

THREE PIN CIRCLE GAME

Played on the Checker Board Side

Place the three pins in a triangle in center of checker board. 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.

FOUR PIN CIRCLE GAME

Played on the Checker Board Side

Set the pins in center of board 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.

FIVE BACK SPIN

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

HEAD PIN FOUR BACK CIRCLE

Set the pin in center of checker board in same position as in the Head Pin and Four Back Game. Follow the rules of the preceding game

SEVEN UP SPIN

Place the pins in center of checker board in same position as in Seven Up Game.

SPOT GAMES

The above games may all be varied still further by placing the pins at the corner of the Board, as in Ten Pins (see page 9,) always however, on the opposite side from the player. These games will be more difficult on account of losing your top in the pocket.

TIPSY

Played on the Checker Board Side

Tipsy is the name of the green 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.

TOPSY

Played on the Checker Board Side

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

TURVY

Played on the Checker Board Side

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

LONG END TIPSY

Played on the Checker Board Side

Follow the rules of game of Topsy above but in this case Topsy leads spinning on the long end. The two other tops spin with the short end down.

TIPSY TOPSY TURVY

Played on the Checker Board Side

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

HALF MINUTE BATTLE

Played on the Checker Board Side

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.

LONG END BATTLE

Vary the above by spinning on the long end.

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. Using the three tops in your turn.
3. Three spins make a round.
4. Three rounds make a game.
5. The total time of all three tops decide the game.

THREE MINUTE BATTLE

Played on the Checker Board Side

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 Green, using them as many times as may be required to fill up three minutes.

CUBAN BATTLE SPIN

Played on the Checker Board Side

1. Place the pins in the center of checker board in same position as in the Five Pin Cuban Carrom Game. Page 12.
2. Spin the three tops one after another so that they are all spinning 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 the next minute.

DIAGONAL PINS

Played on the Checker Board Side

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, page 15.)
2. Spin the tops to knock down the pins as in Rules of Ten Pin Top Game.

PYRAMID PINS

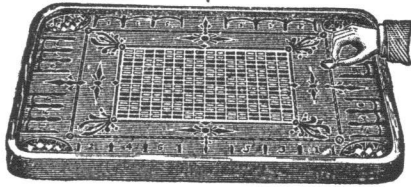
1. Place the pins on the squares as in Pyramid Checkers using the opposite side of the board from the person playing, as the field for the pins. (See Pyramid in cut of Pyramid Checkers, page 14.)
2. Spin the tops to knock down the pins, as in Rules of Ten-Pin Top Games.

HALF ORANGE PINS

1. Place the pins in the form of a half orange in the center of checker board with five pins in a half circle, four pins on the diameter line of the circle and one pin in the center of the group.
2. This half orange is set up opposite the player, that is, the half-circle toward your opponent.
3. Follow the rules of the Ten Pin Top game in knocking down the pins.

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 pins (see Ten Pin Game, page 9) at an angle of 45 degrees as near to the circle as you may desire on your opponent's side to keep the top near the pins.
3. The cushion back must not be moved after being placed.



CUE POCKET
(Trade Mark)

Played on the Carrom Side of Board

This is an exceedingly interesting game, especially for the young. It trains the eye and teaches accuracy. There is in it ample opportunity for the display of skill. Every shot gives a new combination, hence the interest.

The game is played with or without the cues, the one black and 24 red and green rings, and one white ring for a shooter called the "Cue Ring."

Any number of persons may play, either each one for himself or choosing partners.

To Begin the Game place the 25 rings in the center of the board. One of the players places the Cue Ring anywhere he chooses on or outside the straight line on any side of the board and shoots it into the group. If he pockets one of the rings by the shot he has another shot and so continues to play until he fails to pocket a ring, shooting the Cue Ring each time from where it stops.

The next player then commences shooting the Cue Ring from where it lies, continuing to play until he fails to pocket a ring, and so each player plays in turn till all the rings are pocketed.

The second player in each round plays first in the next round.

The Object of the Game is for each player to pocket all the rings he can, the one pocketing the most rings winning the game.

RULES

1. Group the 25 rings in the center of the board. The first player determined in any manner agreed upon then begins the game and players continue in turns as explained above.

2. Any shot may be either a bank shot, carom or direct.

3. Each player's turn continues until he fails to pocket a ring.

4. The Cue Ring must always be shot from where left by the previous shot.

5. If the Cue Ring goes into a pocket or off the board, the player loses his turn and must replace on the board as near the center as possible without moving other rings, all rings pocketed by the shot. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

6. If a player shoots one or more rings off the board he loses his turn and the ring or rings must be placed as near the center as possible without moving other rings. If none are pocketed, no forfeit is required. The next player may place the Cue Ring for his shot as at the beginning of a round.

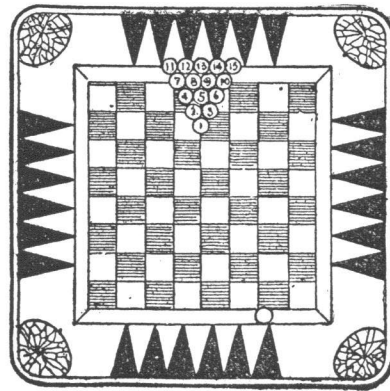
7. Each player must keep count of the rings he pockets. The best way is for each player to remove his rings from the pockets after he loses his turn.

ROTATION CUE POCKET
(Trade Mark)

Played on the Carrom Side of Board

This is a very interesting game for two or more persons. It is played with the cues, and 15 rings (any color), each ring having a numbered disc in it, from 1 to 15, and one white ring for a shooter, called the "Cue Ring."

To Begin the Game take 15 rings (any color) and into each ring slip one of the numbered discs. If the discs are a little loose wedge them tight with the point of a toothpick. Group the rings in a triangle on the board with numbers up, according to diagram. Ring No. 1 at point of triangle—others immaterial. Each shot must be in rotation from 1 to 15, the small-



lest numbered ring on the board being shot at each time.

The first player places the Cue Ring as shown in diagram, or at any other point on straight line between pockets, and with the cue shoot so as to hit ring No. 1. This shot is the break. If he pockets any ring by the shot he has another shot, which must be at the ring with the smallest number.

After each player misses, the next player commences shooting the Cue Ring from where it lies and shooting at the ring with the smallest number.

The Object of the Game is for each player to pocket all the rings he can, so that the numbers on the rings he pockets all added together, will be greater than the numbers on his opponent's rings. The player whose rings count the most wins the game.

RULES

1. Group the 15 rings on the board according to diagram. The first player then places the Cue Ring anywhere on line between the pockets, and with the cue shoots so as to hit ring No. 1. This shot is the break, and must always be a direct shot to hit ring No. 1.

If by the break shot he pockets any ring he has another shot. His second shot must be at the ring with the smallest number. Any other shots may be either direct, carom or bank shots according to necessity or choice.

2. After the break each player must shoot each time at the ring with the smallest number. If it cannot be hit by a direct shot, then the player must make a bank shot. If any other ring is hit by the Cue Ring before the one with the smallest number is hit, player loses his turn. Even if he hits the ring with the smallest number first but fails to pocket a ring by the shot, he loses his turn.

3. If a player hits the ring with the smallest number before hitting any other ring and by the shot pockets any ring on the board he has another shot.

This permits a player to shoot the smallest numbered ring against one with a larger number, which if he pockets it, counts that much more, and player has another turn as though he had pocketed ring with smallest number.

4. Any ring pocketed out of rotation (except as provided in rules 1, 2 and 3,) or shot off the board must be respotted.

Respotted rings shall be placed on the straight line and as near half way between the pockets as possible, on the side of the board on which the 15 rings were spotted at commencement of game.

5. If the Cue Ring goes into any pocket or off the board player loses his turn, and any ring or rings pocketed by the shot must be respotted at once.

The next player may then place the Cue Ring any-

where on the straight line on which it was placed for the break, and the game continues as before, except that if the ring with the smallest number lies on or between the straight line and rim of board next to player, it can only be hit by a bank shot.

6. After all the rings have been pocketed, the one whose rings count the most wins the game.

A SCRATCH GAME

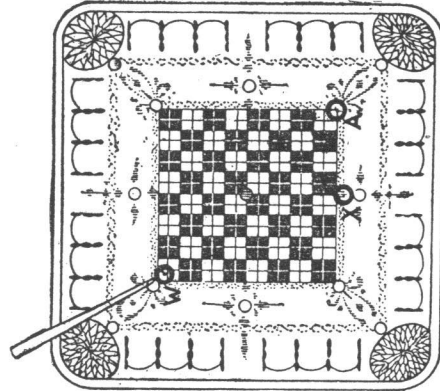
which is much more interesting may be played, in which, if the player fails to hit the object ring (which is always the ring with the smallest number) with the Cue Ring, it shall count three against him. Each scratch must be tallied by the player making it as soon as made.

After all the rings are pocketed each player counts his rings and deducts three each for all the scratches he has made, the net balance after deducting for scratches being his score. The player with the largest score wins the game.

THREE RING GLANCE

(Trade Mark)

Played on the Carrom Side of Board



This is one of the most scientific games on the board and by many persons considered the best. It will always be found very fascinating as the player will find it constantly varying in combinations, presenting very many opportunities for the nicest calculation and the most skillful execution.

The game is played with only three rings, (red,

green and white) and with the cues if preferred. Two or four persons may play. When four play, two play against two. The board should rest on a stand, that the players may walk around.

To begin the game, each player makes a bank shot across the board, endeavoring to have shooter stop as near the rail on his side of board as possible; the one whose ring stops nearest the rim has first shot. The rings are then placed on the board as per diagram, the white or cue ring at W, the other two at X and A.

The object of the game is for player commencing the inning to shoot the cue ring resting at W at one of the other rings so as to glance off and hit the remaining ring; should he accomplish this he scores one point and shoots again, placing cue ring anywhere on shooting line so as to get the best possible shot.

If in addition to hitting both rings he should pocket one of them he would score two points and shoot again; should both be pocketed he would score three points. If, however, the cue ring is pocketed, player does not score and loses his turn.

RULES

1. After shooting to find which side opens the game the rings are spotted and the game begins.
2. Each player continues playing until he fails to hit each of the other two rings at the same shot, or until he pockets the cue ring.
3. When the white or cue ring hits both red and green rings, the player shooting same scores one point; when both rings are hit and either the red or green is pocketed two points are scored, and if both rings are pocketed by the cue ring, three points are scored.
4. Should the white, or cue ring be pocketed no points can be scored from the shot, and the player loses his turn.
5. Should a player shoot the cue ring off the board he loses his turn.
6. When making a shot the cue ring can be placed anywhere outside the four lines forming square of the diagram, so as to get the best position for shooting, but ring must not touch the line.
7. When either red or green rings are pocketed they must be placed back on the board at once, first one in center of diagram, second at one of the position points marked X-A.
8. The side scoring fifty points wins the game.

FOUR RING GLANCE

(Trade Mark)

This game is played the same as Three Ring Glance, only with four rings, white, red, green and black,

spotting the third ring in the center, and the others as in Three Ring Glance.

The rules governing the games are the same, except that it is possible for a player to shoot the cue ring so as to hit each of the other three. This should therefore count two points, and an additional count for the rings pocketed, as explained in Three Ring Glance.

COLUMN CARROMS

Played on the Carrom Side of Board

Take six carrom rings and make a column of them in center of board on Carrom side. Then each player in turn shoots at bottom ring of column, endeavoring to force rings into one of the pockets. Each ring so pocketed counts 5 points for player pocketing same, and he is entitled to another shot.

If player knocks ring out of column but does not pocket it, the player to his left is allowed to shoot at it where it lies, continuing shooting if successful. Should column be knocked down so that more than one ring is loose, they are piled up again in center. The player or side getting 50 points first wins the game.

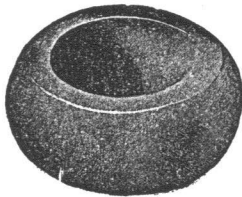
POCKET COLUMN CARROMS

Played on the Carrom Side of Board

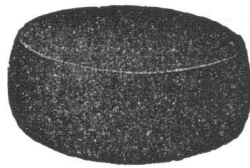
Same as Column Carroms excepting that each player or side places a column of six rings of one color on numbered space in front of pocket at his right on his side of the board. He then in turn endeavors to pocket rings from his own column with bank shots, continuing play as long as successful. Rings to score must not be pocketed by direct shots; when this happens they must be replaced on column and player loses his turn.

Play is continued until one player has pocketed all his rings, he then scores 5 points for each ring his opponents have left on the board.

100 points constitute a game.



CARROM RING



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Solid discs are used for playing Crokinole and Hollow Rings for playing Carroms. (See illustration above.) When ordering discs for Nonpareil Crokinole Board, do not ask for "Crokinole Rings;" ask for Crokinole Discs. When ordering Rings for Carrom Board, do not ask for "Carrom Discs;" ask for Carrom Rings.

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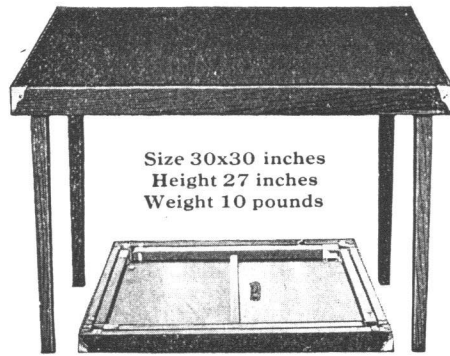
SEPARATE PIECES

Backstops, each -----	.10
Cues, Carrom, per pair -----	.25
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Discs, Hardwood Crokinole, (Solid) each -----	.03
Discs, paper (15 numbered), per set -----	.05
Dice, per pair -----	.05
Dice Boxes, Collapsible, each -----	.05
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Pockets, Carrom Board, per set of 4 -----	.50
Rings, Hardwood Carrom, (hollow), each -----	.03
Rings, Hardwood Carrom, (hollow) per set -----	.50
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