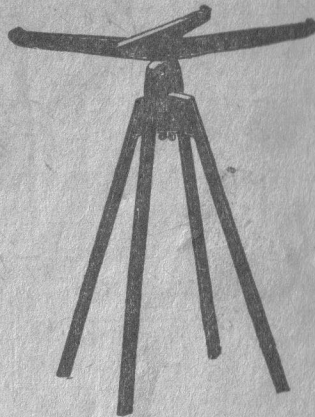


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EXPLANATORY

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.)

Our De Luxe Combination board is by far the finest game board ever produced. Crokinole panel, genuine mahogany; ditch lined with green felt; diagrams on each side in the most elegant marquetry transfer work.

65 games.

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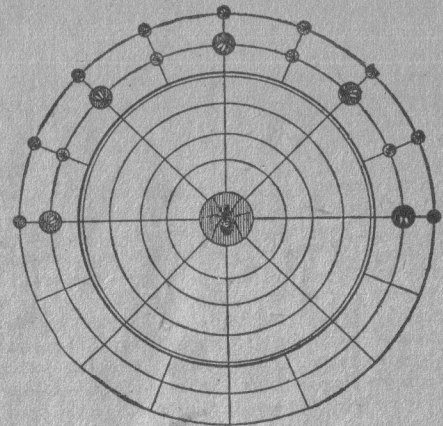
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21 Variations of the above games.

Making 45 splendid spinning games.

Equipment furnished with the No. 1 Crown Combination Game Board: 29 Carrom Rings; 19 Spider and Flies Men, in three colors; 2 Cues; 15 Numbered Discs; 10 Ten Pins; 1 Backstop; 1 Score Tab; 4 Metal Spinning Rings, in two colors; 1 Dice Cup, 2 Dice; 1 Rule Book.



THE SPIDER AND FLIES

Not a Shooting Game

This game is somewhat like checkers. It is for two persons, one playing the spider, the other the flies. The board represents a spider's web, in the center of which is his den. Large and fierce, he can fly across the board, spider-like, and seize his prey, the flies. The spider can be beaten by the best of playing on the part of the flies. They are very evenly matched, however, and a single error by one fly may sacrifice all his fellows.

Men. The game is played with 19 pieces, namely, 13 yellow flies, 5 green flies and 1 spider. The green flies each count 3 and the yellow flies 1, making a total of 28 points. They are arranged as shown in the diagram, the spider occupying the center. The entire diagram may be used by either side as the game proceeds.

Object of the game. On the part of the flies, this is to get 15 points into the spider's den (counting each green fly 3 and each yellow fly 1), thus theoretically capturing it, and driving him out. When this is done the flies win. The object of the spider is to capture 15 points, having

done which, he wins.

When a fly gets into the center (den) it counts 3 or 1, as the case may be, and for convenience is removed from the board; likewise, when a man is captured by the spider it is taken off, the side first securing 15 points being the winner.

The two players move alternately, the one having the flies moving first.

The Flies cannot jump. They move only one space at a time (from one crossing to another), towards the center, or to the right or left, but not away from the center.

(NOTE.—If the flies find it too difficult, the green flies only may be allowed to move away from the center.)

The Spider may move in a straight line on any of the lines running toward the center as far as he pleases (if there are no flies in the way), but he cannot pass over the double circle (except by a jump) either going out or coming in without stopping there one move. So, it will be seen he may jump from his den to the double circle, or through his den from one side of the double circle to the other, at one move.

On all the circles except the double one the spider moves the same as the flies, only one space at a time. But on the double circle he may move one-fourth of the way around, or less, at one move (there being no flies in the way).

A fly can be jumped only when it is within the spider's reach in accordance with the above rules, and when there is no fly between it and the spider, and when the next crossing beyond it is vacant.

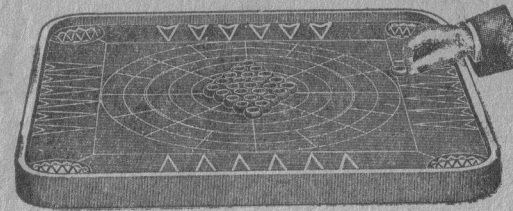
The spider must jump when he can.

Having jumped a fly, the spider continues at the same move to jump each fly ahead of him that has only one crossing between it and the last one jumped, no matter in what direction these jumps take him, stopping at the next crossing beyond the last fly.

A fly on the double circle within the spider's reach may be jumped.

When on the double circle the spider may jump a fly that is one-fourth of the way around, or less. After taking one such, however, each other fly that he jumps at this same move must have but one vacant crossing between it and the last one jumped, as on other lines.

When the spider is in the den a fly cannot move in.



CARROMS

(Trade Mark.)

Played on the Spider and Flies side of Board

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.

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 finger, as the proper shot is more of a shove than a snap.

When one player has pocketed all his rings the counting is done as follows: He counts one for each of his opponent's rings still left on the board. The black ring counts five for the player pocketing it. Thirty points is game and, after each inning is finished, the rings are re-

placed on the board and the play is continued until one side scores thirty points.

RULES

1. The rings shall be well mixed up, with black ring (when used) over center spot, by player of opposite 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 one shall be replaced as forfeit.
6. If the white shooter is moved at all, it shall be considered a shot.
7. The player pocketing 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 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 shoots the shooter from where it lays. 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.

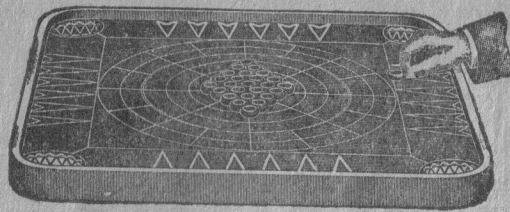
If a player shoots and the shooter rebounds and hits his hand he loses his turn, but the shooter must remain where it stops.

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.



CROWN CASTLE

(Trade Mark.)

Played on the Spider and Flies Side of Board

This is one of the most charming games on the board. The more frequently played the better it is liked. It is not too difficult for the beginner and yet gives the expert many opportunities for scientific and skilful shots.

In this game the castle is all of the space inside the double circle, and the Spider's Den in the center is the Throne of the Castle. The black ring is the King, the red rings the Dukes and the green rings the Earls.

To begin the game the King is placed on his Throne with the 24 red and green rings grouped closely around him. The straight lines near the sides of the board are to shoot from, and each player uses a white ring for his shooter, which must be removed from the board after each play.

No ring is outside the Castle if it touches the lines of the double circle. All rings in the Castle must be hit by bank shots from one or more sides of the board, direct shots not being allowed. All rings entirely outside the Castle may be shot at either by direct, carom or bank shots, except as provided in rule 16.

At the end of a round any ring entirely on the Throne counts 10 for the side to whom the ring belongs.

The Object of the Game is to pocket all of your opponent's rings before he pockets yours. You then count all the rings of your own color remaining on the board. The black ring, or King, counts 10 immediately for the side pocketing it, so that this is a valuable man to play for.

The game is best adapted to two or four persons though three may play. When four play, partners sit opposite;

when three play, two must play against one, partners sitting opposite each other, and the lone player playing alternately after each of the other two.

RULES

1. The King (black ring) shall be placed on his Throne in the center, and the 24 Dukes and Earls (red and green rings) shall be well mixed up and grouped closely around the King.

2. Each player must shoot each time from the straight line parallel with his side of the board or from outside of same. Each player must use a white ring for a shooter, which is always in position when touching the straight line or outside of it.

3. Players must keep their hands and shooters off the board when not playing. They must not move the board or their seats while the round is in progress but may change position in their seats.

4. No ring inside the Castle can be hit by a direct shot, but must be hit by a bank shot from one or more sides of the board. Any ring touching the double circle is considered in the Castle. All rings entirely outside the Castle may be shot at either by direct, carom or bank shots, except as provided in rule 16.

5. A player's turn continues until he fails to pocket one of his opponent's rings, goes into a pocket, or off the board.

6. Each player must shoot to pocket his opponent's men. It is allowable to shoot any ring outside the Castle against one of your opponent's rings that is outside the Castle, in order to pocket it.

7. If a player pockets a ring of his own color it must be left in the pocket, as it counts against him, and is equal to his paying a forfeit. He also loses his turn, unless at the same time he pockets one of his opponent's rings.

8. If a player's shooter goes into a pocket or off the board he loses his turn, and must pay a forfeit by replacing on the board one of his opponent's rings already pocketed, (which are the ones he is trying to pocket,) and also all of his opponent's rings pocketed by the shot. These shall be placed as near the center of the board as possible, without moving rings already on the board, and if there is room for one ring to be placed entirely on the Throne,

it must be placed there. If the player has none of his opponent's rings pocketed with which to pay, he simply loses his turn and owes nothing.

9. A player must pocket all of his opponent's rings outside the castle before shooting at any rings inside the Castle.

10. If a player accidentally hits any of the rings inside the Castle by a direct shot, he must pay a forfeit as in rule 8. All rings moved by the shot must remain where they stop.

11. If a player accidentally hits any of the rings in the castle by a bank shot from one or more sides of the board, or by a carrom shot from another ring, all remain where they stop and no forfeit is required.

12. Rings outside the Castle that are hit by the shooter or by other rings, and forced back inside the Castle, must remain where they stop. They can then only be hit by bank shots.

13. If a player has pocketed all his opponent's rings and the King still remains on the board, the round continues until the King is pocketed, the player having pocketed all his opponent's rings shooting each time at the King.

14. If a player shoots one of his own rings off the board, it cannot be replaced on the board but must be placed in a pocket. If he shoots one of his opponent's rings off the board, it must be replaced as near the center as possible. In either case the player loses his turn.

15. When shooting, if the shooter is moved at all, it shall be counted a shot.

16. A player cannot shoot direct at one of his opponent's rings, neither can he force one of his own rings directly against one of his opponent's rings, if his opponent's ring stops outside of, or so that it touches, the straight line on his own side of the board, but he must hit it by a bank shot from one or more sides of the board.

17. The side first scoring 50 points wins the game.

COUNT

After all the rings of either side have been pocketed the round is closed, and the side first pocketing all of its opponent's rings counts all of its own rings remaining on the board as follows:

A ring entirely on the Throne, 10; all rings inside the Castle and not touching the double circle, 5; all rings touching the double circle or outside of it, one.

The King counts 10 immediately for the side pocketing it, and is independent of the final count. If by counting it the score is made 50 or more the game is closed without finishing the round.

A VARIATION

of Crown Castle may be played which does not require keeping score. Each side pockets all the rings possible regardless of color, the side pocketing the most rings winning the game. Rules and forfeits of the regular Crown Castle game apply, varying where necessary.

WALK AROUND CASTLE

(Trade Mark.)

This Game is a very interesting variation of the regular Crown Castle Game. Two, three or four persons may play.

The rules, forfeits and counts of the regular Crown Castle 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 opponent's rings, the shooter remaining where it stops. The next player then walks around the board to any desired point and shoots the shooter from where it lays. The players continue in turn until all of the rings of one color have been pocketed, each shooting the shooter from where left by the last player.

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 Crown Castle 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.

If the shooter gets inside the Castle, no ring in the Castle can be hit by the player in getting out, if it is possible to get out without hitting a ring. This rule must be followed even though the player is unable to hit any ring outside of the Castle. If it is impossible to get the shooter

out of the Castle without hitting some ring in the Castle, the player may then shoot in any direction he wishes to.

Direct shots cannot be made at an opponent's ring (each player is trying to pocket his opponent's rings) where both the shooter and rings 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.

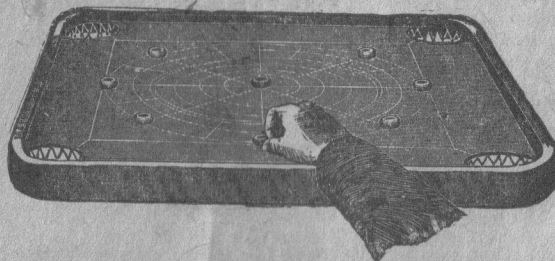
If a longer game than one round is desired, it will be necessary to keep score.

PENNING THE PIGS

(Trade Mark.)

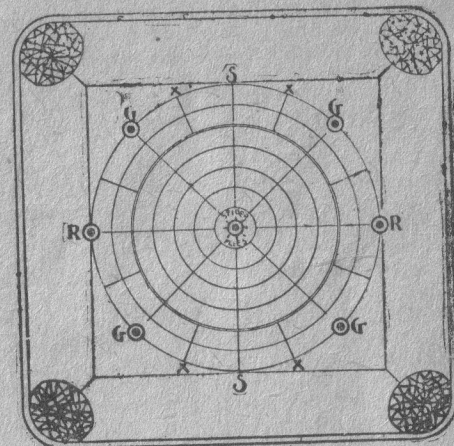
Played on the Spider and Flies Side of Board

This game is for two players only and is one of the most interesting of games. It is the expert's delight, as it gives opportunity for the greatest skill on the part of the players.



To begin the game place the pigs (rings) as shown on diagram. The black one exactly in the center of the Spider's Den in the center of the board, the green ones on

outer circle at points marked G, and the red ones at points marked R. The game is better liked by many to place the green ones at points marked X on the outer circle instead of at G. The rules and conditions are the same with either arrangement.



Each player must use a white ring for his shooter and every shot must be made from the outer circle at points marked S. Any shot may be either a direct or bank shot.

The two pockets on one side of the board are the pens of the player on the opposite side of the board. At the end of a round players can only count the pigs in their own pens.

The Object of the Game is for each player to put all the pigs he can in his own pens. All pigs put in an opponent's pens count for the opponent.

The greens count 1 each, the reds 3 each, and the blacks 5.

RULES

1. Place the green, red and black rings on the board as per diagram, players sitting opposite.

2. Players must keep their hands and shooters off the board when not playing. They must not move the board or their seats while the round is in progress, but may change position in their seats.

3. Each player uses a white ring for shooter and every shot must be made from point marked S on the outer circle. Place the shooter square over the shooting point—not off to one side.

Either direct, carom or bank shots may be made at any ring.

4. A player's first shot in a round, and the first shot in each succeeding turn, must always be at a green ring if one is on the board.

If he succeeds by his first shot in putting any ring in one of his own pens, he shoots again, this time at a red ring if he wishes to, although he may continue to shoot at the green rings if he prefers to.

Should he decide to shoot at a red ring, he must put the red ring that he shoots at in one of his own pens, otherwise he loses his turn.

Should he fail to pen the red ring at which he shot, but pen some other ring, it must remain in whatever pen it goes, and he loses his turn, but pays no forfeit.

After a player shoots at a red ring, whether he pens it or not, his next shot must always be at a green ring if there is one on the board.

5. If a player can pen a red ring by forcing a green one against it he may do so. If he pens either ring he is entitled to another shot.

6. If a player puts a ring in his opponent's pen he loses his turn unless at the same shot he puts a ring in one of his own pens. All rings put in an opponent's pen must remain there.

7. The black ring must not be shot at by a direct shot until all the other rings have been panned. Other rings may be shot against it, or it may be hit with the shooter by a carom shot from another ring, if the player's shooter first hits the ring at which he should shoot.

If, however, it is hit with the shooter by a direct shot and panned, if any other rings remain on the board it must immediately be replaced.

8. If the black ring is hit by a carom or bank shot and forced off the center and fails to go into a pen, it must

be immediately replaced before another shot is made.

9. All rings except the black one remain on the board where they stop after each shot, players shooting at them where they lay.

10. After all the other rings have been panned the players shoot at the black one until it has been panned, leaving it lay on the board where it stops after each shot. However, should one of the player's shooters go off the board or into a pen so that a forfeit must be paid before the black ring is panned, the black ring must be placed in the center and not shot at again until all forfeits have again been pocketed. Should the black ring itself be shot off the board, it must be replaced in the center.

11. If a player shoots any ring off the board it must be respotted on his own side of the board, if there is room for it.

12. If a player's shooter goes off the board or into any pen, he loses his turn and must pay a forfeit of all the rings he puts into his own pens by the shot, and also one in addition, the additional one being a ring that counts least.

These forfeits shall be placed on his own side of the board if there is room for them, if not, on his opponent's side. Red rings forfeited may be placed on either spot where the reds belong at the option of the one paying.

13. Every time a forfeit is due it may always be paid with a ring counting the least, unless otherwise provided. Should the black ring be panned early in the round it must be forfeited the same as the rest, if there are no other rings to pay with. If a player has no rings at all to pay with, he owes nothing.

14. If a player hits a ring of the wrong color by accident, and by the shot puts any ring on the board in his own pen, he must forfeit and respot it, but if it goes into an opponent's pen, it must remain there. Player loses his turn in either case.

15. When shooting, if the shooter is moved at all, it shall be counted as a shot.

16. After a player shoots, if any ring stops on either of the player's shooting places it must be respotted on the last player's side of the board, if there is room, and the round continues the same as though it had not occurred.

17. If a player shoots and the black ring is forced off

the center and another ring stops on the center so that it cannot be properly respotted, the ring must be removed and respotted on the player's side of the board making the shot, if there is room for it, and the round continues as though it had not occurred.

18. The first side scoring 50 points wins the game.

COUNT

Each green ring counts 1; each red ring counts 3, and the black ring 5. None of them can be counted until all have been panned, then each player counts those in his own pens.

CUE RING

(Trade Mark.)

Played on the Spider and Flies Side of Board

While the beginner will find this game extremely simple and easy to learn, with more extensive practice he will discover in it many opportunities for the display of skill. Thus it is neither too difficult for the person who may never have seen it before, nor yet too easy for the expert.



It quickly engages the attention of the one and easily holds the interest of the other.

The game is played with the cues and the 24 red and

green rings. The straight lines near the sides of the board are to shoot from and the circles of the Spider and Flies diagram constitute the field. The pockets are not used, except as a convenient place to keep the rings.

The Objects of the Game are, first, to force your opponent's rings off the field, and second, to leave your own as near the center as possible.

Two, three or four persons may play, two or four being the usual number.

When two play, they stand opposite and each uses 12 rings. When four play, each has six rings, partners standing opposite and shooting rings of the same color.

Three may play by one playing against the other two, he using twelve rings to their six each, and playing alternately after each of them.

The board should rest on a table or stand, small enough to allow the players to walk around it.

To Begin the Game place a ring of the color you have chosen on the straight line near your side of the board, and holding the cue as shown in the cut, shoot the ring against the opposite side of the board so as to make it rebound and stop as near the center of the board as possible.

The next player shoots in like manner, his object being to rebound from the opposite side of the board against his opponent's ring, forcing the latter outside the circular lines and leaving his own in the center.

Remember you must not shoot direct at a ring (except as allowed in rules 4 and 5), but shoot your ring against one of the three sides of the board with sufficient force to knock your opponent's ring out with the rebound blow. (See Rules.)

An Interesting Point in the game is the privilege allowed in rule 4, of playing direct at an opponent's rings, provided two or more of them are forced out at a single shot. The beginner will often be tempted to take advantage of this and "clear the board;" but he will soon discover that until he acquires considerable skill, he will nearly always lose instead of gain by such shots.

RULES

1. Each player shall have only one shot at a time, and he must shoot from the straight line parallel with his side of the board, or from the outside of same.

2. In shooting for the center, a player must first hit one of the sides of the board and rebound.

3. If an opponent has a ring on the field, a player must shoot for it, first hitting any one side of the board, except as provided in rule 4.

4. A player may shoot direct at any ring, without first hitting the side of the board, provided he forces at the one shot, two or more of his opponent's rings off the field so that they remain off and not rebound back.

5. If a player hits one or more rings direct without first rebounding from the side of the board, and fails to force two or more of his opponent's rings off the field by the one shot so that they remain off, his own ring shall be removed and his opponent's ring or rings so hit shall be placed in a row as near the center of the board as possible without moving other rings, and at right angles with the player's side of the board. If there is room entirely within the Spider's Den for one of the rings it must be placed therein.

6. If a player fails to hit an opponent's ring his own must be taken off the board.

7. If an opponent's ring is forced off the field and back again by the same shot, it shall remain where it stops.

8. If a player misses his opponent's ring on the first rebound but hits it on another, that is, if his own ring hits two or more sides of the board before it hits his opponent's ring, it shall be taken off the board and his opponent's ring or rings so hit shall be placed in the center as in rule 5.

9. After each shot all rings not on the field shall be removed from the board or placed in the pockets.

10. A player may rebound against one or more of his own rings already on the field in order to force his opponent off, but failing to move one of his opponent's rings by the shot, the ring he shot with must be taken off the board.

11. If a player hits one or more of his own rings but none of his opponent's, those so hit and the one just shot shall be taken off.

12. When a player shoots one or more of his own rings or one or more of his opponent's rings off the field, into the pockets, or off the board, neither can be replaced.

13. At the close of a round, no ring on the field shall

be moved until the count has been declared, except opposite colors resting in the same space, ring for ring.

14. The side first scoring 50 points wins the game.

COUNT

A ring on the field outside the double circle counts 1; in first space inside double circle, 2; second space, 3; third space, 4; fourth space or one next the Spider's Den, 5.

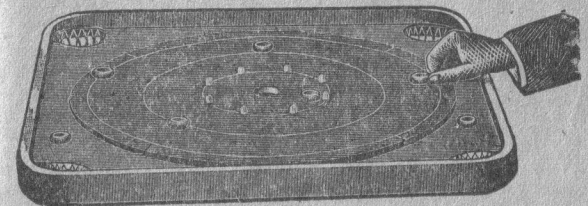
A ring entirely within the Spider's Den in the center, counts 10.

A ring touching any line is counted on the outside of that line.

Rings of opposite colors resting in the same space cancel each other, ring for ring, and may be removed from the board before counting.

CROKINOLE

This game is usually played by two or four persons. When four play, each take six rings, partners sitting opposite each other and holding rings of the same color. When two play each holds twelve rings.



Three persons may play, one playing against the other two, he holding as many rings as both the others and playing alternately after each of them.

The Field or playing surface is all of the raised portion of the board on which are the circles and rubber posts.

The Ditch is that portion of the board between the raised center and the sides of the board.

THE BEST WAY TO SHOOT

is with the thumb and first finger, placing the finger close

to the ring, as shown in the cut. By this method of shooting you will not hurt your finger. Some players use the second finger, but usually greater accuracy can be obtained by using the first finger.

The most important and skillful feature of the game is in forcing the opponent's rings into the ditch. A skillful player often ditches two or more rings at a single shot.

TO BEGIN THE GAME

each player must sit square with the board. Let one of the players place one of his rings on the line of the outer circle between the two short lines, and try to shoot it into the hole in the center.

The next player on the left now shoots in like manner, his object being to force his opponent's ring into the ditch and leave his own as near the center as possible. If his opponent has no ring on the field, he shoots for the center as the first player did.

Thus each one plays in turn until all the rings of each player have been used, after which the count of the round is made.

The one who played second in the last round plays first in the next.

RULES

1. Each player must shoot from the line of the outer circle and between the two short lines on his right and left. He may place his ring half way across these lines.

2. When shooting if the ring is moved at all, it shall be considered a shot.

3. Players must keep their hands and rings off the board except when playing. If a ring strikes any player's hand, whether he is playing or not, it must be placed in the ditch, if it is his own color, but if it is an opponent's ring it remains on the board where it stops.

4. Players must not move the board or their seats while the round is in progress, but a player may change his position in his seat.

5. If there is an opponent's ring on the field the player must shoot to ditch it. This must be a genuine shot to hit. He may, however, force one or more of his own rings already on the board, against his opponent's or make a glance or carom shot from one to the other.

6. A player may place his ring against any other ring near the edge of the board within his bounds and thus shoot the two. If one of his own color lies so near the edge as not to allow another to be placed outside of it, he may place the other inside and thus shoot the two, using the outside ring as a shooter. It is not allowable to thus use an opponent's ring as a shooter.

7. When a ring is shot into the hole in the center, it must be entirely in the hole and lie flat in order to count 20. In order to recount, it must be entirely out of the hole, but may project over the hole providing it lies flat. A ring forced out of the hole and back into it at the same shot does not count a second 20.

8. A ring shot off the board entirely must be placed in the ditch; but when it strikes the rim of the board and rebounds on the field, it must remain where it stops.

9. No ring can be played more than once during a round.

10. At the close of a round no ring shall be moved until the count has been made, except opposite colors resting in the same space, ring for ring.

11. The side first scoring 100 points wins the game.

COUNT

A ring lodged in the hole counts 20 for the side playing that color, and must be recorded as soon as made, unless such record would complete the game. In which case it shall only be counted where it lies at the end of the round.

For example, should you already have 80 or more and shoot into the hole, or your opponent lodge one of your color in the hole by his shot, you cannot count this 20 unless the ring lies there at the end of the round, in which case it must be counted first.

When a ring lodged in the hole has been counted once, it cannot be counted again if it lies in the hole at the end of the round except as excess.

A ring touching any line is counted outside of that line.

At the end of each round each ring lying within the inner circle counts 10, those within the next circle 5 each, and those outside the circle count nothing.

In addition to the above count, if one side has one or more rings anywhere on the field in EXCESS of the other side, each ring in excess counts 5.

Rings of opposite colors resting in the same space cancel each other, ring for ring, and may be removed from the field before counting.

Each side being thus counted the difference is scored to the side having the largest count.

ANOTHER METHOD

is to count each ring within the inner circle 15, those within the next circle 10 each, and those between the middle and outside circles 5 each. Those touching the outside circle count nothing.

Excess is counted as above. All rings lodged in the center are counted according to the regular rules. Rings of opposite colors resting in the same space cancel each other, ring for ring, and may be removed from the field before counting.

SEVEN BATTLES

(Trade Mark.)

Played on the Crokinole side of Board

This exciting game is a new and interesting departure from the regular Crokinole Game. It is governed by the same general rules as Crokinole, except in the following respects:

A game consists of Seven Battles, each battle lasting one minute. It is best to have an umpire or time keeper, but if this not convenient the watch may be placed in sight of the players.

When the game is called the player selected to open the first battle shoots for the center. All the players then open fire regardless of order, the object of each being to use his ammunition to the best advantage during the minute. If a player runs out of ammunition before the battle is over, he must stop.

When the minute is up time is called and no more shots can be fired in that battle. The count is then made as in Crokinole, the side having the largest score winning the fight.

The war thus continues until Seven Battles have been fought. The side that wins four out of the seven battles is victorious.

DITCH CROKINOLE

(Trade Mark.)

Played on the Crokinole side of Board

This game is for two or four persons, partners sitting opposite. The Field is the raised center of the board and the Ditch the space between the field and rim of board.

It is played with 16 rings (8 red and 8 green) grouped in center of board, players using white rings for shooters.

There are several methods of grouping the rings.

One is to place them in four rows of four rings each, alternating colors, two rows each side of hole in center, open space between rows towards player opening round.

Another is to group them as close as possible around hole in center of board, but no ring in the hole.

Another is to place two rings, (one red and one green) on the circle in each space between posts.

Still another, and perhaps the best, is to place a ring against the inside of each post, and touching each of these rings towards the hole in the center, place another ring. Alternate colors so rings will stand against posts red-green then green-red and so on.

To Begin the Game group the 16 red and green rings by one of the above methods, and the first player then opens the round.

The Object of the Game is to ditch all of your opponent's rings before he ditches yours.

RULES

1. Each player must use a white ring for a shooter, and shoot each time from the line of the outer circle and between the two short lines on his right and left. He may place his shooter half way across the short lines.

When shooting, if the shooter is moved at all, it shall be considered a shot.

2. Players must keep their hands and shooters off the board except when playing. If a ring (red or green) strikes any player's hand, whether he is playing or not, it must be placed in the ditch, if it is his own color, but if an opponent's ring it remains on the board where it stops.

3. Players must not remove the board or their seats while the round is in progress, but a player may change his position in his seat.

4. Each player's turn continues until he fails to ditch one of his opponent's rings.

5. When a player's shooter goes into the ditch, into the hole in center or off the board, the player loses his turn and pays a forfeit by replacing one only of his opponent's rings as near the hole in the center as possible without moving other rings.

If a player owing forfeit has none of his opponent's rings ditched, he owes nothing.

6. When a player ditches one of his own rings he loses his turn unless at the same time he ditches one of his opponent's rings.

7. If a ring of either color goes into the hole in center a count of 5 must be added immediately to the side to whom the ring belongs, and the ring removed from the hole and placed in the ditch.

8. As soon as one side has ditched all its opponent's rings the round is closed and it counts all of its own rings remaining on the field as follows: All rings inside of and not touching inside circle, 5; inside of and not touching middle circle, 4; touching middle circle and outside of same anywhere on field, 3.

9. Side first scoring 50 points wins the game.

RING POST CROKINOLE

(Trade Mark.)

This game is for two players (although four may play), and it is played with 8 rings, (4 red and 4 green) using white rings for shooters.

One ring is placed over each rubber post, alternating colors.

Each player shoots in turn trying to shoot his opponent's rings off the posts.

If he shoots one of them off a post, and it stops on the field he loses his turn. If he shoots it into the ditch or off the board he has another turn.

If any of a player's opponent's rings are on the field he must ditch them before shooting at a ring over a post.

If a player's shooter goes off the board he must repost one of his opponent's rings, if one is in the ditch. If none are in the ditch he owes nothing. No other forfeits are required.

If a player shoots one of his own rings off a post it must remain where it stops.

If a player's shooter goes into hole in center of board, he loses his turn but pays no forfeit.

After all the rings of one side are ditched the other side counts its own rings remaining on the field as follows: Any ring over a post counts 20; any ring inside of and not touching the inside circle, 10; any ring elsewhere on the field, 5.

If any player shoots any ring (except his shooter) into hole in center, a count of ten is made immediately to the side having that color. The ring remains in the hole and must be ditched from there by opposite side before shooting at a ring over a post. Player shooting the ring into the hole loses his turn.

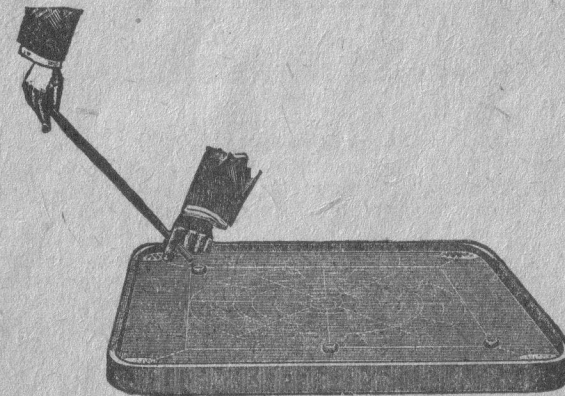
Side first scoring 100 points wins the game.

THREE RING GLANCE

(Trade Mark.)

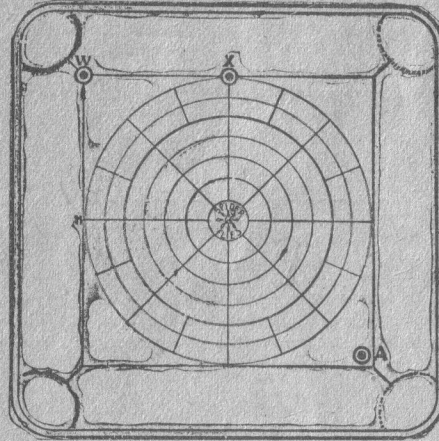
Played on the Spider and Flies side of Board

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 con-



stantly 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 rail on his side of board as possible; the one doing this has the 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 A 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 on 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, 2nd at one of the position points marked H.
8. The side scoring fifty points first 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 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.

CHINESE GLANCE

(Trade Mark.)

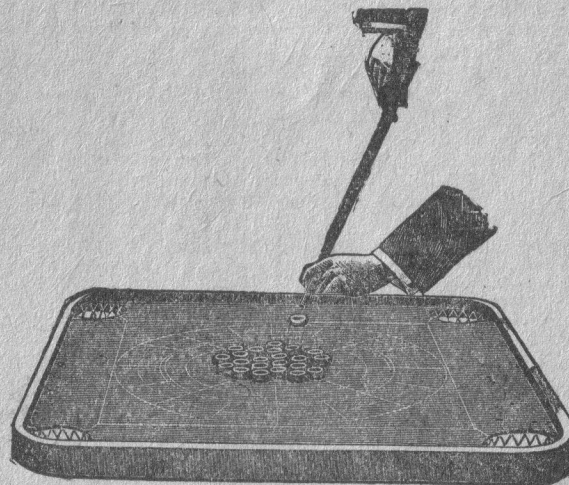
The same rules govern as in Three Ring Glance except that any ring may be shot for the cue ring, at the player's option.

CUE POCKET

(Trade Mark.)

Played on the Spider and Flies 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 cues, the one black and 24 red and green rings, and one white ring for a shooter, called the "Cue Ring."



Two sizes—30 inches round, \$4.75 each. 36 inches round, \$5.25 each. Made in White Maple, Mahogany and Oak. State finish desired.

(Express prepaid not to exceed \$1.00)

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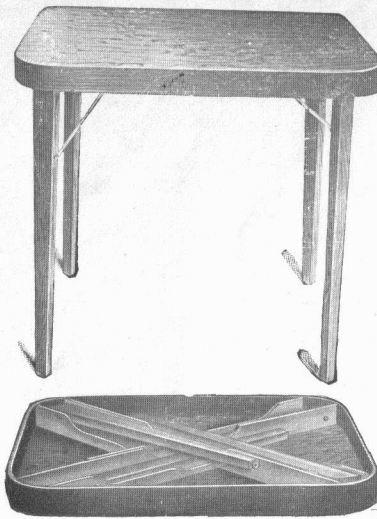
This Table is Just the Thing for Summer Cottages, Flats and Small Dwellings Being round it will seat the average family with ease, and when not in use, can be folded up in a small space and put out of the way.

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9. **Every Table Guaranteed.** We stand back of every table we make.

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 lines 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 lays, continuing to play until he fails to pocket a ring, and so each player plays in turn until all the rings are pocketed.

The second player in each round plays first 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 then begins the game and players continue in turn 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 the same 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 replaced as near the center as possible without moving other rings.
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.
8. The player or side first pocketing the most rings wins the game.

ROTATION CUE POCKET

(Trade Mark.)

Played on the Spider and Flies 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. Group the rings in a triangle on the board with numbers up, according to

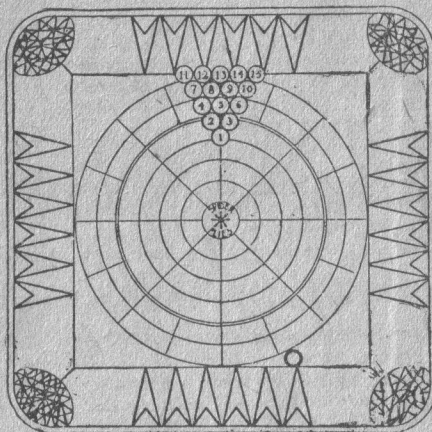


diagram. Position of No. 1 ring must always be the same—others immaterial. Each shot must be in rotation from 1 to 15, the smallest numbered ring on the board being shot at each time.

The first player places the Cue Ring as shown in diagram, or at any other point on straight line between points A and B, 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 lays, 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 points A and B, 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 the 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 same 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 anywhere 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 lays 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.

BACKGAMMON

This is a very old game and a very good one.

Only two persons can play the game. It is played on the Spider and Flies side of the board, on the 24 triangles extending from the rim of the board towards the center. The necessary implements for playing the game are twelve green rings and three green flies for one side and twelve red rings and three yellow flies for the other side; one pair of dice and one dice cup.

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

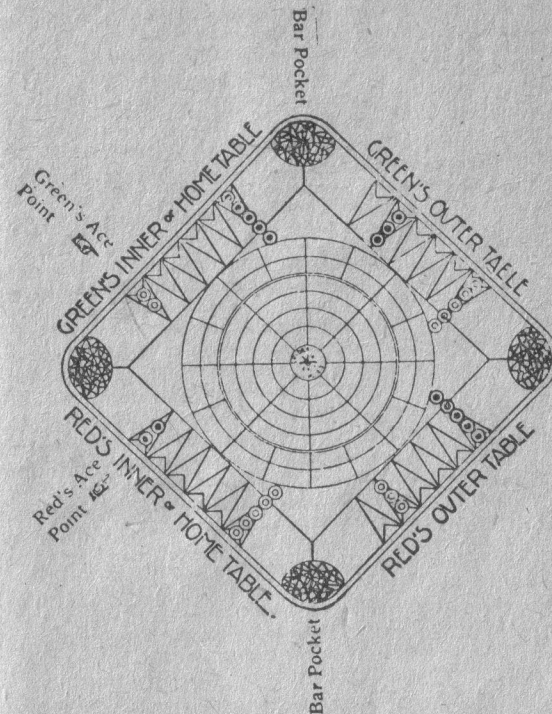
Each player has two tables, an inner or home and an outer one.

Regular Backgammon boards have a raised piece or bar running across the board, up and down, dividing it so that the inner tables are on one side of the board and the outer tables on another. In playing the game on the Crown Combination Board players will use dividing lines next to them instead of bars.

Players should sit at opposite corners of the board. Both

inner tables are on one side of the board and both outer tables on the other side. (See diagram.)

The 30 men are disposed of at the commencement of a game in the manner shown on the diagram. The arrangement of the men may be reversed, 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 accomplished by throws of the dice. Each player is provided

with a box and one die, 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 higher 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 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 farther 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 doublets,) 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, trey 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 continues throwing until he is obliged to open a point on his 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 with players of any proficiency.

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 entitled 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 until it is placed upon a point and quitted.
3. If a player have 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 table.
4. If he bear 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 have mistaken his throw and played it, and his adversary have thrown, it is not in the choice of either of the players to alter it, unless they both agree so to do.

RUSSIAN BACKGAMMON OR TRIC-TRAC

Russian Backgammon or Tric-Trac is played with the same implements as backgammon. The men are not placed on the board, but both green and red are entered in the same table by throws of the dice, and both players move in the same direction round to the opposite table. A player is not obliged to enter all his men before he moves any; and he can take up blots on entering, although he has some of his men, which have never been entered, off the board. But, while a player has a man up, he must enter it before entering any more, or moving any of those already entered. If he cannot enter the man that is up, he loses the benefit of the throw.

A player who throws doublets must move not only the number thrown, but also doublets of the number corresponding to the opposite side of the dice; thus, if he throws sixes, he must first enter or move the sixes, as the case may be, and then aces, and he also has another throw. If he throws doublets a second time, he moves according to the rule already given, and throws again, and so on.

The privilege is sometimes restricted by not allowing this advantage to the first doublets thrown by each player. It is sometimes extended by allowing the thrower of two, ace, to choose any doublets he likes on the opposite sides of the dice, and to throw again. The restriction with regard to the first doublets thrown does not apply to two, ace, nor does throwing it remove the restriction with regard to first doublets.

A player must first be able to complete the doublets thrown. If he cannot move the whole throw, he cannot take the corresponding doublets, and he is not allowed another throw if he cannot move all the points to which he is entitled. In other respects the game is similar to ordinary backgammon. The chief object in the game is for the player who has his men in advance to secure as many successive points as possible, so that his adversary may be unable to pass or hit the forward men.

SIXTY-SIX

This game may be played by two, three or four persons. To begin the game place the 24 red and green rings in the center of the board. Use the white rings for shooters and shoot from the straight lines near the sides of the board. The first player shoots into the group and tries to pocket one or more of the rings.

It will be noticed that each pocket is numbered from one to four and the rings count according to the pocket into which they go.

The object of the game is for each player to pocket rings enough to count 66, valuing each ring according to the number of the pocket into which it goes, before his opponent can pocket enough to count 66.

RULES

1. Each player may put any ring into any pocket that he can. The shooter must not touch the straight line or the angle lines running to pockets on either side, but must always lay outside of these lines on the player's side of the board.
2. Each player's turn continues until he fails to pocket a ring, pockets his shooter or goes off the board.
3. After each player's turn is over he counts all the

rings he has pocketed, valuing them according to the number of the pocket in which they lay, and then replaces them all on the board as near the center as possible without moving other rings on the board, when the next player begins, and so on until the game is concluded.

It is usual for each player to keep his own score though one may be selected to do it all.

4. When a player's shooter goes into a pocket, if he pocketed a ring by the shot, he must forfeit the count of it. If he did not pocket a ring by the shot he forfeits as many points as the number of the pocket into which his shooter goes. The forfeit must be deducted at once from his score.

If the shooter goes off the board all rings pocketed in that turn, whether one or a dozen, are all forfeited, but no further forfeits are required.

If a player shoots one of the rings off the board it must be replaced and player loses his turn but pays no forfeit.

5. The player first scoring 66 points wins the game.

Rules and Directions

RINGARANG SPINNING GAMES

The various ring games here described are played with the four metal rings furnished with the equipment of each board, combined with ten pins and the regular Carrom rings.

The ring is made to spin by placing it in a vertical position on the board, with the forefinger of one hand on top of the ring and then snapping it with the forefinger of other hand as illustrated in Fig. 1.

By varying the pressure on the ring in spinning it will be found it can be made to return boomerang fashion to place of starting.

If it is desired to make a long shot, ring should be placed at an oblique angle to track it is desired to follow, while for shorter distance ring should be started at about a right angle to line for position it is desired to make.

Players will find that a high degree of skill can be attained by practice, and that the scientific principles involved in the following games are well worth careful consideration and study.

No. 1. RINGETTE

This game is played on the Carrom side of board with the four rings. Where four play, each two sitting opposite are partners, using the same colored rings.

Two players should use two rings each, of opposite colors. The object of the game is for each player in proper turn to spin his ring from shooting line as in Carroms, so it will remain as near center of board as possible.

Points are scored as follows:

A ring which touches center spot counts 20 points. The other rings count 10, 5 and 3 points, respectively, according to their distance from the center, those outside of shooting lines, however, counting nothing. A ring pocketed counts 5 points for opposite side.

100 points constitute a game.

No. 2. RING SHUFFLE

The object of this game is to spin the rings so as to leave them as near one of the pocket openings as possible.

Players must shoot in turn from the same numbered corner on opposite side of board from objective pocket.

The ring nearest the pocket has a value of 10 points, the remaining rings a value of 5, 3 and 2 points respectively, according to their nearness to edge of pocket. Each ring shot into pocket takes two points from player's score spinning same.

50 points constitute a game.

No. 3. RING-RING

To play this game each player places a Carrom ring of a distinctive color from his opponent's on small triangular shaped space just in front of pocket on opposite right hand side of board.

Each player then endeavors in his turn to hit his own Carrom ring by spinning his ring from shooting line against it without pocketing the metal ring which he spins.

Should ring be pocketed a count of 5 is made. Carrom ring is then put back in its original position and player shoots at it again, continuing as long as he is successful.

Should both rings be pocketed, player loses his turn and Carrom ring is replaced in its original position and player to the left continues the game.

50 points constitute a game.

No. 4. PIN RING

This game is the same as Ring-Ring with the addition of a ten pin put on the spot in center of board.

Each player when spinning must start from some point directly opposite pin and in line from ring he is trying to pocket (see Fig. 3), being careful not to knock pin down before hitting Carrom ring, as this would give his opponent a count of 5 points, and player would lose his turn. Should he knock pin down after pocketing Carrom ring, he would score 15 points, 5 for pocketing ring, and 10 points for pin; replacing both in position and spinning again. If ring is hit without being pocketed and pin knocked down by ring spinned, a score of 10 is counted, and player continues his run.

Pin must always be knocked down with metal ring to score.

50 points constitute a game.

No. 5. PIN POCKET

Same as Ring-Ring excepting Carrom ring which is removed from the board.

Each player starts from numbered corner and endeavors to spin his ring so as to go around pin in center of board and land in pocket opposite pin. If successful he scores 5 points and continues spinning until he misses.

Knocking pin down gives player's opponent 5 points. 100 points constitute a game.

No. 6. RINGALINE

To play this interesting variation, all the players spin from shooting line on same side of board. The object of the game being to stop on shooting line on opposite side of board, or as near as possible. If a ring touches line it counts 10 points, the remaining rings 5, 3 and 2 points, respectively, according to their relative position. If a player's ring spins into pocket his opponent scores five points.

50 points constitute a game.

No. 7. BANKARING

Each player spins from his side of board starting close to the rail, the object of the game being to draw his ring

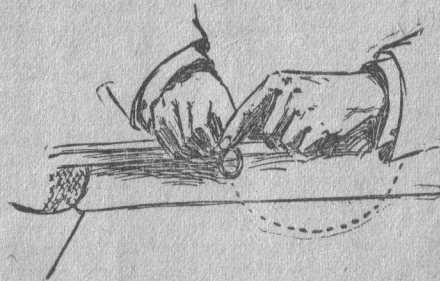


Fig. 1

back boomerang fashion as near rail as possible. (See Fig. 1.) To score, ring must cross shooting line on his side of

board before returning to rail.

Count points same as in "Ringaline" with same forfeit to opponent if ring is pocketed.

50 points constitute a game.

NO. 8. RING BAGATELLE

Each player spins from same side of board as in "Ringaline," the object being to land ring as near rail as possible on opposite side of board.

All rings remaining in space between shooting line and rail count 5 points, those outside of this space count nothing. A ring pocketed scores 5 points for opponent.

50 points constitute a game.

No. 9. RINGARO

Place a Carrom ring in center of board on Carrom side.

Each player then spins his ring in proper turn, so as to drive Carrom ring away from his side of board, his territory being one half of field when sitting behind one of the pockets.

Partners should sit side by side and have same field, but must alternate in shooting with their opponents. After the four rings have been played a count of 10 points is made to side who have succeeded in driving Carrom ring on opponent's territory. Should ring be forced in pocket it must be replaced in center of board.

50 points constitute a game.

No. 10. PIN-A-FOUR 1

Played on Crokinole Side

Place four ten pins inside of inner circle touching rubber posts, equidistant from each other. (See Fig. 2.) Each player then spins from shooting line endeavoring to knock down the pins, leaving his ring where it will count the most.

All pins knocked down count 5 points irrespective of the

final score. Pins down are reset for the next player. Where four play, each spins one ring, if two play each

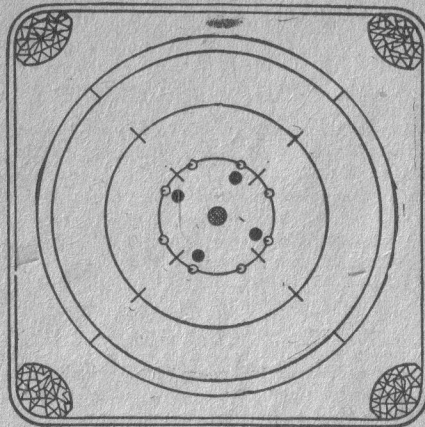


Fig. 2

spins two rings to constitute a round. Count is then made as in "Ringarang Crokinole." 200 points constitute a game.

NO. 11. PIN-A-FOUR 2

Played on Crokinole Side

Same as Pin-a-Four 1, excepting that each player shoots the four rings consecutively without replacing pins knocked down.

Points are credited to each player or side as turn is finished, same as in "Ringarang Crokinole."

NO. 12. PIN-A-FOUR 3

Played on Crokinole Side

Same as Pin-a-Four 2, except that the four 10 pins are placed in middle circle in direct line from middle of pocket to center inside ring. (See Fig. 3.) 5 points are credited player for each pin knocked down, and each player spins

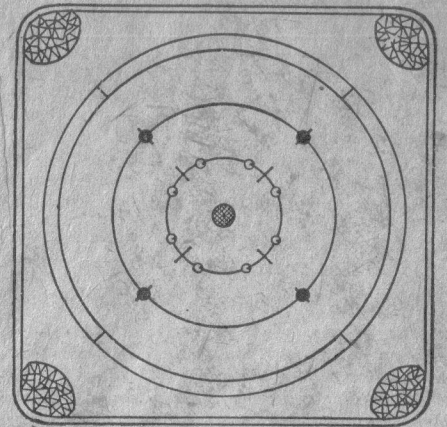


Fig. 3

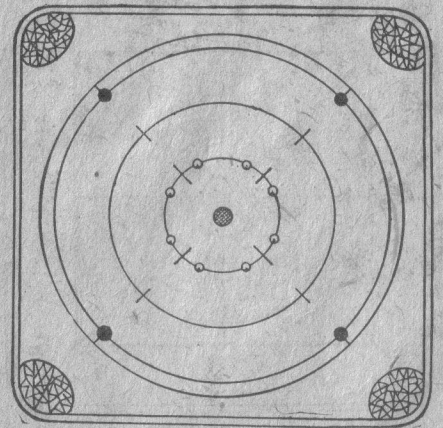


Fig. 4

the four rings for his turn. His count is then made with reference to position of rings on the board same as in Crokinole.

No. 13. PIN-A-FOUR 4

Same as Pin-a-Four 3, except that the four pins are placed on dividing lines of shooting circle. (See Fig. 4.) Count is made as in Pin-a-Four 3.

No. 14. PIN-A-FOUR 5

Played on the Spider and Flies Side of Board

The four ten pins are set up on 2nd circle surrounding spider's den in line with the four pockets and equi-distant from each other. (See Fig. 5.)

Each player in turn spins his ring so as to knock down all the pins he can and have his ring remain as near the

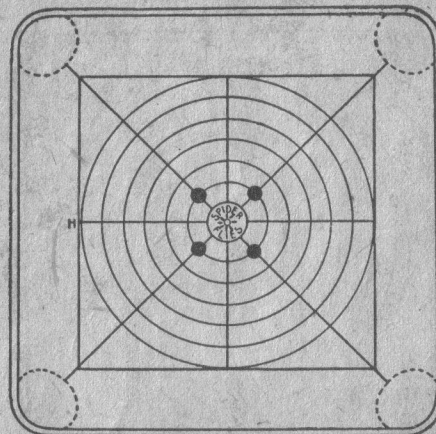


Fig. 5

center as possible. Every pin knocked down scores five points for player spinning, and his ring counts at end of round according to its position, same as in Ringette Game.

Spinning the four rings constitute a turn, after which pins are replaced in position.

100 points constitute a game.

No. 15. PIN-A-FOUR 6

Played on the Spider and Flies Side of Board

Place the four ten-pins in form of triangle just in front of pocket. Each player then spins the four rings from numbered space on opposite corner of board, trying to knock down the pins without pocketing ring, scoring five points for each pin knocked down.

Should player knock the four pins down in less than four spins, they are reset in original position and the remaining rings are played. A ring pocketed scores five points for opposite side.

100 points constitute a game.

No. 16. PIN-A-FOUR 7

Played on the Spider and Flies Side of Board

Place two ten pins on numbered spaces in front of pockets on opposite side of board from player spinning with the remaining two pins on shooting line between and equi-distant from them. (See Fig. 6.) Player then spins to knock pins down, from shooting line on his side of board.

Same rules govern as in game of Pin-a-Four 6.

No. 17. PIN-A-FOUR 8

Played on the Spider and Flies Side of Board

Place one ten pin on center spot with two pins on numbered spaces as in game of Pin-a-Four 7 with one pin on shooting line between and equi-distant from each. (See Fig. 7.) The game is then played as preceding game with

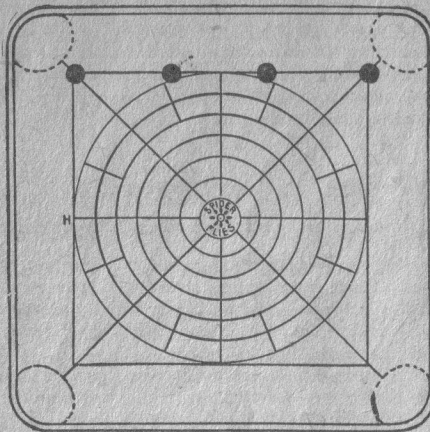


Fig. 6

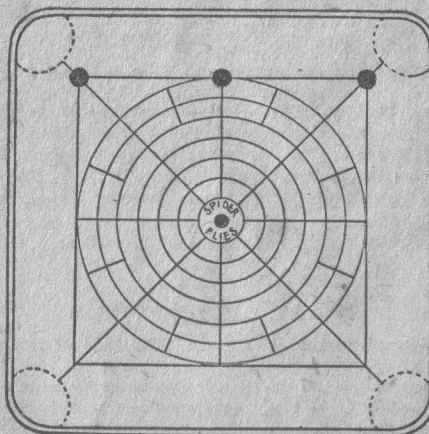


Fig. 7

this difference, that pin in center of board must not be knocked down until after the three pins on shooting line are down.

Should center pin be knocked down prematurely it is reset, opposite side scores 5 points, and player loses his turn. 100 points constitute a game.

No. 18. PIN-A-FOUR 9

Played on the Spider and Flies Side of Board

Place the four pins in line from pocket to center of board, beginning at numbered space and ending on center spot. Players spin from numbered space directly in line of pins, and to score must knock down pin farthest off each time, leaving the pin in center of board to be knocked down last. (See Fig. 8.)

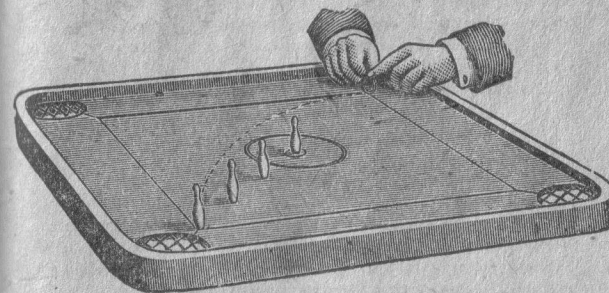


Fig. 8

The pins score 20, 15, 10 and 5 points respectively, counting pin nearest pocket 20 points, next 15, etc.

Should pins be knocked down out of their proper order no forfeit is paid, but pins are reset in original position and player finishes spinning the four rings which complete his round. Players follow each other in turn, playing four rings each.

200 points constitute a game.

No. 19. PIN-A-FOUR 10

Played on the Spider and Flies Side of Board

Place one pin on each of the four numbered spaces of board, and at the word "Go" each player spins his ring from shooting line, trying to knock down pin at his left on opposite side of board.

Each pin knocked down scores 10 points for player, provided ring does not go in pocket; if so, there is no count except to opposite side who score 5 points.

50 points constitute a game.

No. 20. RINGARANG CROKINOLE

This game is played on Crokinole side of board, using the four metal rings.

Points are scored same as in Crokinole game with this addition, should a ring drop over a post, making a Ringer, player spinning same scores 20 points at once.

If ring leans on a post it constitutes a "Hubber" and scores fifteen points at once.

The side scoring 200 points first wins the game.

No. 21. CROKARANG

This game played on Crokinole side of board is similar to Bankaring of Carrom side.

Each player spins in turn from shooting line in his own boundary, endeavoring to draw ring back into ditch. To score, ring must cross first circle in front of shooting line at some part of the spin, and at the last must remain inside boundary of player spinning, the ditch on his side of the board being part of his territory. At end of round all rings in ditch in player's territory, whether his own or opponent's, count 10 points for that player.

Rings remaining on board count 5, 3 and 2 points respectively, according to their relative nearness to shooting line.

50 points constitute a game.

No. 22. CROKALINE

Played on Crokinole Side

The scores in this game are made directly opposite to those of the regular Crokinole game, the rings nearest edge of board having the greatest value. The rings remaining in space between edge of board and shooting line count 20 points, between shooting line and next circle 10 points, between next circle and ring on which rubber posts are placed 5 points, while inside circle, which counts 10 points in crokinole count nothing in this variation.

Spinning ring in ditch counts 5 points for player's opponent.

Rings to score must not rest on the one fourth of Crokinole field which belongs to player spinning, and all rings must be entirely within lines bounding space in which they are counted.

Each player spins the four rings consecutively for a turn.

200 points constitute a game.

No. 23. RINGACROSS

Played on Crokinole Side

This game is similar to Crokline with this difference, players must spin rings so they will pass across central portion of board between rubber posts, and no ring scores unless it enters center space at some part of the spin, otherwise same rules apply as in Crokline.

200 points constitute a game.

No. 24. CROKAPIN

Played on Crokinole Side

Place a ten-pin in center of Crokinole (in 20 spot.) Each player then spins his ring in turn so as to knock pin down so gently that both pin and ring shall remain inside the space bounded by the rubber posts.

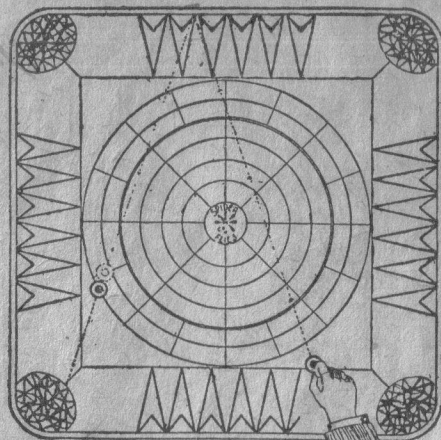
When this is done the player scores 10 points, irrespective of final count. Pin is then replaced and play is con-

tinued until the four rings have all been played, when the count is made same as in Crokinole with the added count given in rules for Ringarang Crokinole.

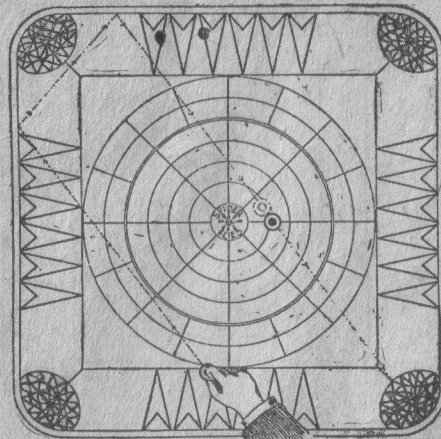
The game consists of 200 points.

Twelve extra games are added by players spinning rings simultaneously in games 1, 2, 3, 4, 6, 9, 10, 14, 16, 17, 18 and 24, using same rules for count.

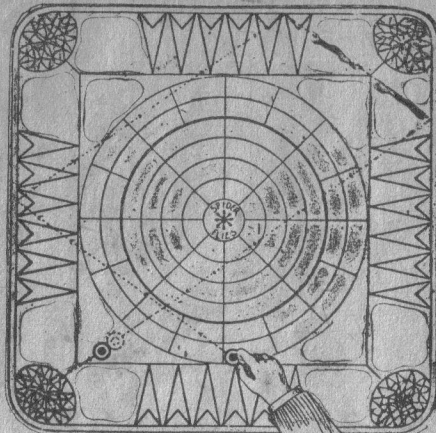
Nine extra games are added by player's being allowed to tip board in games 1, 2, 3, 6, 7, 8, 9, 15 and 17 while ring is spinning.



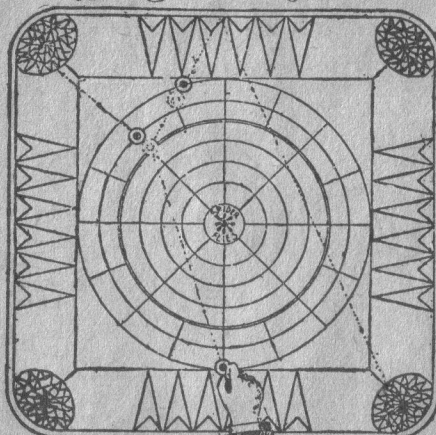
BANK SHOT TO POCKET



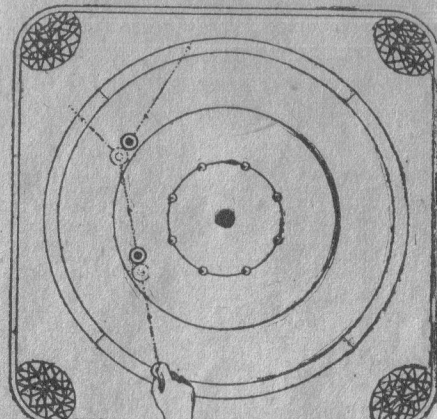
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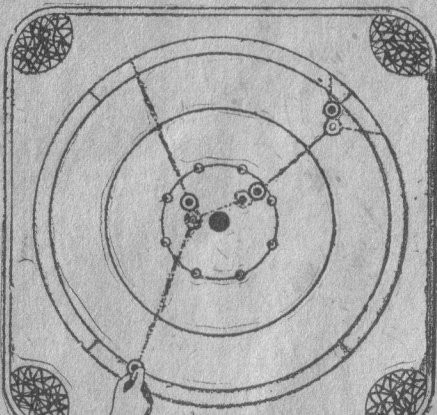
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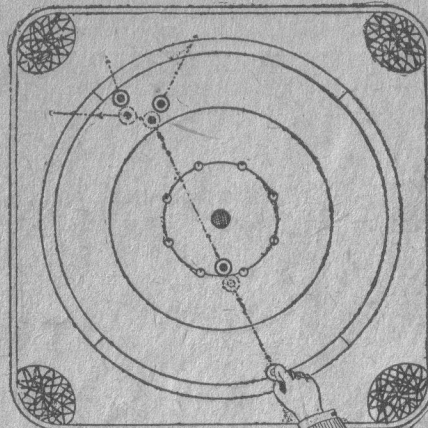
COMBINATION CAROM AND BANK SHOT



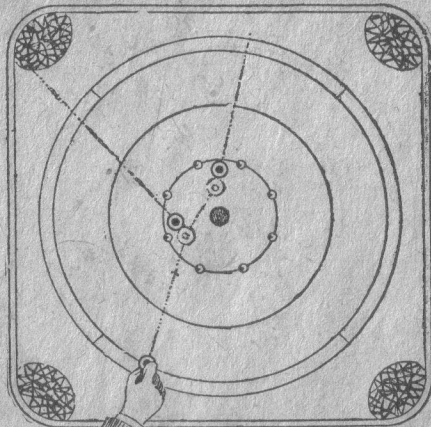
TWO RING DITCH SHOT



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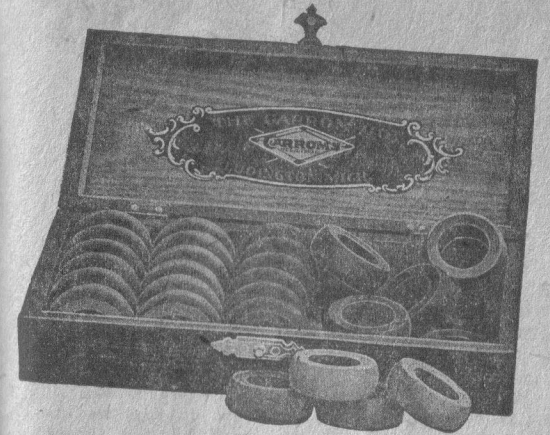


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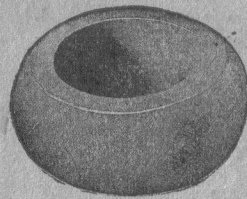


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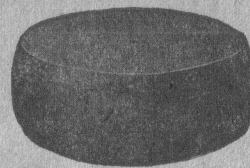
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