

DIRECTIONS FOR PLAYING THE JAPANESE GAMES

OF

CASH



JAPANESE LADIES PLAYING CASH



CASH

AND

AKAMBO



JAPANESE BOYS PLAYING AKAMBO

Mc LOUGHLIN BROS.
NEW YORK.

NOTICE TO PURCHASERS OF GAMES.



It has been found impossible to produce a Game of special and lasting interest without basing it upon different valuations of the spaces and moves on the Board. These often give a really simple game, an appearance of intricacy, that misleads the purchaser. But it should be remembered, that all first-class games have rules more or less complex, and a lack of fullness or detail makes the best game appear like a poor one. All popular games that have survived from olden times, require almost as much space for their directions, as may be found in an ordinary story-book. In this category can be placed Chess, Checkers, Whist, Euchre, Cribbage, Backgammon, etc. In the games herewith given to the public, no pains have been spared to make the directions as explicit and clear as possible, even to the minutest detail, which makes them about twice as extended as they would ordinarily appear.

The proper way to learn a new game is to read the directions through carefully, so as to get a good general idea of it. This done, spread out the Board and Men, and read the instructions again, by paragraphs, stopping after each to apply the rule or principle it contains.

All who propose to join in the game, should unite in doing this; as the interchange of views that naturally follows, tends to bring out the exact meaning and application of the directions.

HISTORY AND DESCRIPTION OF THE JAPANESE GAMES ON THE CASH BOARD,

ARRANGED BY

EDWARD GREEY,

AUTHOR OF "BLUE JACKETS," "YOUNG AMERICANS IN JAPAN," "A TRIP TO TOKIO," ETC. AND
ONE OF THE TRANSLATORS OF THE "LOYAL RONINS."

INTRODUCTION.

SINCE the Centennial Exhibition at Philadelphia, the public have become well acquainted with the novel, quaint, and beautiful productions of "the Land of the Rising Sun," and there are few American homes that are not illuminated with some specimen of Japanese art. It has, however, been left to Messrs. McLoughlin Bros., to introduce the games of our Nihonese friends, and the result is a wonderful example of American skill, the original designs being reproduced in a masterly manner.

The game of Cash (*cho-moku*) had its origin as follows. Many years ago there dwelt in the Province of Ize, four pious, somewhat miserly men, who were anxious to contribute to the treasury of the Temple, yet ashamed to let one another know the amount of their offerings. By a curious coincidence all of them began their journey on the same day. Whenever one of the men overtook another, the latter returned home and set out again, and whenever one of them consulted a temple-watchman on the route, the others were afraid to pass him.

This amusing story, which is a satire upon meanness in alms-giving, was made into a game by one Matsumori Kaisha, of Tokio, and is a delightful amusement. The fun consists in overtaking an opponent's cash (man,) and compelling him to re-pocket and re-enter it, and the game is won by the player who first deposits one or more of his cash in his bank.

Akambo (red-baby) is designed for young folks, a number of whom can play at a time. The large, red face, represents Daruma, one of Buddha's disciples, who was so holy and who prayed so continually, that he wore his lower limbs off his body. He is the original of the non-reversible toy, and Japanese children model their snow-men to represent him. His head, wrapped in tobacco leaves, forms a sign for tobacconists, and his comically contorted features are depicted upon boy's kites. From being a pattern of Buddhistic piety he has degenerated into a jolly patron of children's games.

Cash and Akambo are unique in design, and superbly mounted. As absolute novelties, they will amuse and interest both adults and children, wherever our language is spoken.

The following is a Japanese game-maker's advertisement, with the sounds of the characters in English; also a translation of the same, which will, doubtless, prove highly entertaining to the public.

EDWARD GREEY.

Manchester by the sea, Mass.
1881.

此度藥合、於テ審閱仕候。盲目道者、鳥目甚盛。
 致遊オノ御懸ハ、夜三三十六廿也。鳥走、顔トハ雲泥、
 相違テテ層組七舞、吟味仕且、唐原テテ賣、樹中候只御懸方、
 御懸学、御懸散ノ、非不而、御大人、様方御家業、
 街氣精シ六分、妙出学、御座名、友、御年候得ハ、
 名医、御世話、三三款、不御養生ヲ申カス、此際、外ニハ
 御座無候、何事如山街、求アラテテ、諸君、希也。

東京

松森會社製造局



JAPANESE SOUNDS

" KONO TABI HEI SHA NI OITE HATSU DATSU TSUKAMATURI SORO
 MEMOKUDOSHA, CHIMOKU, GOBAN, MON ASOBI, TONO ON NAGUSAMIWA
 SUGOROKU, JUROKUMUSASHI, TORISASHI, NO RUYI TOWA URIN DEI NO
 SO I NITE E GUMI MO KOTO NI GIN MI TSUKAMATSURI KATSU REN KA
 NITE URI SA-BAKI MOSHI SORO TADA ON KO SAMA NATA GO BEN
 GAKU NOGO UTSU SAN NOMI NI ARAZU MATA GO TAI JIN SAMA
 GATA GO KA GIO NO ON KI BARASHI NIWA DAI ICHI NO MIO
 YAKU TSUNENI ON ZA U NO TOMO NI NASHA RE SORO E BA MEI
 I NO ON SEI WA NIMO ADZUKURA DZU GO YO JO WO JO RIKISU
 KONO CHIN KI NO HOKANIWA GOZA NAKU SORO NANI TOZO YA-
 MA NO GOTOKU ON MOTOME ARAN KOTOWO SHIYO KUN NI
 KOINEGO NARI

TOKIO

MATSUMORI KAISHA

SEI ZO SHO

Translation.

Now, in my house of business, I have (on hand) the
 games of "Blind-Pilgrims" "Cash" "Go-ban" (five) and
 "Mon". These are as different as sky and earth from
 the ancient games of "Sugo-riden" (backgammon) "Ju-
 ro-ku nu-sa-shi" (chess), and "To-ri-sa-shi" (literally,
 bird catching) which have, for centuries, been played by
 our ancestors. They are carefully designed and beautifully
 drawn and are also sold at a ridiculously low rate.
 These delightful games are not only intended to amuse
 children, between their hours of study, but also to
 divert the minds of adults from business and family
 cares and perplexities and thus are better than me-
 dicine. While you have "Mon", "Blind-Pilgrims", and
 "Cash" in the house, you will not require the services of
 a doctor - these games will keep you in health and
 nourish your minds. Neither can you buy them anywhere
 (except of the maker). Please purchase "as many as the
 mountains of the earth" (a large number). I say this to
 gentlemen and ladies, their children and grandchildren.
 Pine-grove manufacturer. Tokio. (Japan)

THE JAPANESE GAME OF CASH.

TWO, THREE, OR FOUR PERSONS CAN PLAY.

NOTE.—Before learning this game, players should read the Introduction, giving its history. The latter will very materially aid them in understanding the directions.

IMPLEMENTS.—One die and dice-cup, and sixteen men, called Cash ; a set of four for each player ; each set colored to correspond with one of the “ Banks ” on the board.

THE BOARD.—The spaces to be played upon, are laid out on two fans, and represent Japanese coin. At different points on the board, are lines of white beads or pearls. These are placed to indicate the route of the players, and in no instance can a player cross these pearls ; he must always pass around them to a space where they do not intervene.

The Banks.—The four large spaces, in white, red, black and green, are the homes or goals of the players. These are emblematic of the Treasury of the Temple referred to in the Introduction.

The Starting Places.—Adjoining the Banks, and similarly colored, are smaller spaces. The players count from these when entering their men.

The Safes.—There are four Gold spaces marked “ Safes,” because players who lodge their Cash there, rest in security.

The Watchmen. — Four faces enclosed in colored hoods, are placed just within, and adjoining the lines of spaces, near the corners of the board. They represent Daruma, the Japanese patron of Games. In the game they play the part of watchmen, and are used as spaces, to which the Cash may be moved. These spaces give great novelty and interest to the game.

The Object of the Game is, starting from the colored spaces adjoining the Banks, to make a complete circuit of all the Gold and small colored spaces, ending the journey at the Bank from which the player started. Moving to the Watchmen spaces is optional, but the interest of the game largely depends upon these moves. The game is ended when a player gets one or more of his Cash into his Bank.

The Cash, when off the board, are said to be in Pocket.

DIRECTIONS FOR JAPANESE GAME OF CASH.

DIRECTIONS.

Each player having selected a Bank, takes a set of Cash or men, of the same color, and places them on his right, ready to enter, upon getting the proper throw.

Throw for lead ; the highest throw plays first.

The Cash are entered one at a time, on throwing six, and are placed on the sixth space, counting from and including the colored spaces next to the Banks.

If only two play, they enter their Cash upon the same fan, and follow the route of the paces over both fans.

But one Cash can be entered upon each throw. In throwing to enter, those who fail to get six, must continue to throw in turn without playing, until they get the desired number.

All moves are made in turn, according to the throw of the die, and over the number of spaces corresponding to its spots, counting from, but not including the space occupied.

All moves are from left to right.

But one Cash can be moved at a time, and after one has been entered, a player must move or advance that Cash for his next throw, unless he obtains six ; in which case he can enter another Cash, or advance the first one at pleasure.

The players' Cash, except in case of a Barricade, pass over each other freely, in making their moves.

A player cannot pass his turn, but must always, if possible, move or enter a man.

No two *opponent* Cash can occupy the same space, at the same time.

When two *opponent* Cash come together upon the same space, the first comer is displaced and returned to his Pocket, to be re-entered as at first.

When a Cash is on the space opposite to a Watchman it can only be displaced by a Cash of the same color as that Watchman's hood.

A Cash cannot be displaced on a Watchman space.

Whenever a Cash occupies a Safe, it cannot be displaced, as that is a safety space.

Only two Cash, *of the same player*, can occupy the same space at the same time.

When two Cash of the same player occupy the same space, they cannot be displaced. They form a Barricade, which cannot be passed by any of the Cash, not even by those of the player holding the Barricade. Until the owner of a Barricade breaks it up, by moving one of its Cash, it may happen that the rest of the players will be unable to move, but he must always break it, when he himself is unable to move elsewhere.

Whenever a player can move to a Watchman space by the exact move, passing to it by the adjoining space at the side, he has the option of so doing, and cannot be displaced or compelled to leave it, until forced to do so, by a lack of other moves.

While a player occupies the Watchman space, in his own corner of the board, no other

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DIRECTIONS FOR JAPANESE GAME OF CASH.

player can pass that point, or move to the adjoining Gold space, but the one occupying the Watchman space can do so at pleasure.

If a player occupies a Watchman space, in any other corner except his own, only the player, having Cash of the same color as that Watchman's hood, *i. e.*, the player in whose corner the Watchman is located, can pass him. Even the Cash of the player occupying the Watchman space cannot do so.

Whenever a player throws five, it gives him a double count, and he moves ten spaces, and takes another throw. If he throws five a second time, he again moves the same Cash ten spaces, and takes a third throw. If on the third throw he again obtains five, he loses his turn, and must pocket this Cash, which must be re-entered as at first.

If after throwing five, and taking a second throw, a player cannot move his Cash the number last thrown, he loses the move for that throw.

No player can decline to make a move, when it is the only one that he can make, but it is always optional with him, when he has two moves, which one he takes.

A player cannot enter his opponent's bank. He must keep on the Small Coin spaces.

When a player gets to the end of his route, his throw must correspond exactly to the number of spaces between him and his Bank, including the Bank space, before he can bank his Cash.

If his throw exceeds the number of spaces between his Cash and its Bank, he must pass the Bank and begin his journey over again. (*Or, vide second note.*)

If he throws five, and has only four spaces between a Cash and its Bank, he is *not* required to count ten spaces and recommence his journey, but may bank his Cash.

But if he throws six, and only requires five to enter his bank, he passes his Bank and continues his course round the route, and the same is true of any other number thrown in excess of the one required for banking a Cash. (*Or, vide second note.*)

When four play, the player who first gets *one* of his Cash into his Bank, wins the game.

When three play, the winner must bank *two* Cash.

When only *two* persons play, the winner must bank *three* or *four* of his Cash. This may be regulated by the length of the game it is desired to play.

NOTE.—The game will assume an entirely different aspect if it is played without forming Barricades, relying only on the Watchman spaces for checking opponents.

And—It may be shortened by waiting at the Banks until the proper throw is obtained for banking the Cash instead of going by them and beginning the journey anew.

THE NEW GAME

OF

A K A M B O .

(RED BABY.)

PATENTED JULY 13, 1880. COPYRIGHTED 1881. McLOUGHLIN BROS., N. Y.

ANY NUMBER OF PERSONS FROM TWO TO TWELVE CAN PLAY.

IMPLEMENTS.—Five Daruma counters, representing respectively a white eye, a black eye, a nose, a mouth, and an ear (this set to be used in turn by each player) and twelve checks lettered from A to L,—one for each player.

THE BOARD occupies the inside trays. One tray contains a large head of Daruma, the Japanese patron saint of Games; the other, fifteen oblong spaces, in red, black and gold, each containing a head, with a small white, numbered space beside it. The game is played upon the large head of Daruma, and the count or score is kept in the other tray.

THE GAME.—Each player in turn takes the counters, bearing parts of the Daruma face, and after turning them face downward upon it, *mixes them thoroughly*, and places them at random upon the features of the face, viz. : upon the white and black eye, the nose, mouth, and ear. He then turns up the counters, and scores as many points, as he has matched parts of the face, that is, placed counters upon their corresponding features, as a mouth upon a mouth, an ear upon an ear, etc.

NOTE.—By comparing the Daruma face with the counters, players will readily learn how to place them when playing.

London
1951/1561

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DIRECTIONS FOR GAME OF AKAMBO.

DIRECTIONS.

First select, in alphabetical order, beginning at A, as many lettered checks as there are players, laying the rest aside.

After turning them face downward, each player draws one of the selected checks, and retains it ready to score any points he may make.

The players then seat themselves in alphabetical order.

The one drawing A plays first; the others follow in the order of their letters.

NOTE.—For convenience in description, the players hereafter named will be designated by the letters.

A (the player drawing A) then places the five Daruma counters face downward on the large head, and after thoroughly mixing them, that is shifting them in and out, so as to change their positions, pushes or places one counter on the white eye of Daruma, one on his nose, one on his mouth, one on his ear and one on his black eye.

He then turns the five counters face up, and counts one point for each counter that covers the right feature, that is, matches the part on which it is played. He scores these points by placing his lettered check on the face in the opposite tray, whose number corresponds to the points made.

Thus, if three features match, the player's score will be three, and his check should be placed upon face 3 in the tray. If none of the counters matches the part upon which it is placed, he retains his check without scoring.

After A has finished his play, B takes the counters and turns them face downward. *Mixing them well together*, he then places them on the features of the Daruma face, turns them up and scores the result.

C, follows in the same way, and after him the others, in alphabetical order.

When all have played *once*, the first Round is ended, and A begins the second.

The different Rounds that follow, are all played in the same manner.

After the first score, each player advances his lettered check as many spaces as he makes points. Thus if A, on the first Round, scored 3, and on the second three more, he advances his check to 6.

When a player matches all of the five counters, he makes a double score and counts ten points.

The player who first scores 15 points wins the game.

MCLOUGHLIN BROS.,

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Comprising twelve different kinds similar to the one accompanying this book. Each Board contains from three to five distinct Games, and all differ from one another in style and play. See List below.

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Of the many kinds of Card Games, three have found great favor with the public. Every one finds delight in "Old Maids;" "Authors" have always been favorites; and "Letter Games" never fail to bewitch and instruct those who play them. Games of these kinds deservedly rank very high, but the great majority of those heretofore published, fail to meet the wants of the public, from having been slighted in some branch of their manufacture. Inferior card stock, carelessly written directions, and unsightly packages are common on all sides. All of these objections have been overcome in the following list, which includes

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