

4229

INSTRUCTIONS FOR PLAYING

THE GAMES ON

CROKINOLE
Combination Board

This Board Plays 20 Games

GAMES OF

CROKINOLE
NATIONAL FLAGS
BICYCLE RACING
PUSS IN THE CORNER
TROUBLESOME PIGS
STEEPLECHASE
TEN PINS
CHILDREN'S TEN PINS
COCKED HAT AND
FEATHER
KING PIN

FOUR BACK
HEAD PIN OUT
CORNER PINS
CENTER CARROM PINS
BACKGAMMON
CHECKERS
FOX AND GEESE
TIT-TAT-TOE
FLAPJACKS
EGYPTIAN PYRAMIDS

Etc.

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CROKINOLE

A GAME FOR TWO OR FOUR PLAYERS

Implements consist of sixteen disks, or rings, eight of each color.

The Board consists of a raised square center part, which is divided into two rings, numbered 1 and 2, the inside ring being broken by pegs. In the center is a pocket. The part of the board not raised is called the "ditch."

The Object of the game is for a player to place his disks as near the center of the board as possible, and at the same time to prevent the opponents from doing so. **This is done by snapping the disks into the rings with the thumb and forefingers.**

NOTE.—Let the finger and nail always touch the disk when shooting.

To begin: Divide the disks evenly among the players. Place the board between the players, opponents facing each other. It does not make any difference who has first play.

The players shoot from the edge of the raised square part.

The first player shoots one of his disks toward the center pocket, trying, of course, to get into it. The other players then shoot in turn. A player must not shoot for the center pocket when any of his opponents' disks are on the board. In other words, a player must **always** play to knock his opponents' disks into the "ditch."

Some players prefer to play this game leaving the rule out that a player must play for his enemy's men instead of trying for the center pocket himself. This is a matter for agreement among individual players.

To Win: The first player getting one hundred points, wins the game.

To Score:

A disk lying entirely in the center pocket at the end of the game counts twenty.

Each disk lying entirely inside the center ring (ring 1) counts ten.

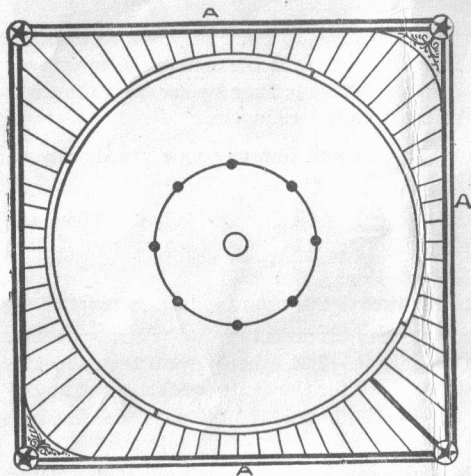
Each disk lying entirely in ring 2 counts 5, or the players may agree not to count anything for disks lying in the second ring.

Disks lying anywhere else do not count at all.

Another way of scoring is to pair off disks, counting only the odd ones. That is, if each player has three disks each in the same ring they do not score anything.

RULES

- (1) A disk may be shot or used only once during a round.
- (2) Each player must shoot from the edge of the raised part (A A) only, and between the two black stars nearest him. See diagram.



- (3) When shooting, if a disk is moved at all, it is counted a shot.
- (4) Any disk shot off the board stays off, irrespective of color, counting as lying in the ditch.
- (5) Hands must be kept off the board. If a player accidentally touches one of his own disks, it is placed in the "ditch." If the disk belongs to an

opponent, it must be replaced.

- (6) A player may "carrom" against his own or his opponents' disks in shooting.
- (7) When a disk is shot entirely into the center hole, it must remain there until the close of the game, unless knocked out by another disk. If it is still there at the end of the game, it counts twenty; if it is knocked out, its score is lost.
- (8) Disks that rebound from the sides onto the board do not count, they must be put in the "ditch."
- (9) In scoring, you must be able to see the line of the ring, to count a disk in the ring.

GAME OF NATIONAL FLAGS

FOR TWO OR THREE PLAYERS

Implements consist of thirty-two checker men and the list of flags below.

The Game is played on the flags upon the board.

The Object of the game is to see which player can distinguish by name the most flags.

To Begin: One player reads from the list of flags below in any order he chooses, but he must not call the same flag twice. The other two players stand ready with a checker. The first one to recognize the flag covers it with his checker. One player uses a checker of one color, and the other player uses a checker of another color, so as to distinguish which is which. When all the flags are covered, count up the score.

To Score:

The four small corner flags count three points each.

The American, British, German, French and Japanese flags count two points.

All the rest, one point.

To Win: The player scoring most points wins.

LIST OF FLAGS ON THE GAME BOARD:

Mexico	Distress Signal
Russia	France
Turkey	Netherlands
Bolivia	Cuba
Greece	Siam
Flag of Truce	Ireland
Japan	Pirate Flag
United States	Peru
Liberia	China
Switzerland	Spain
Brazil	Hayti
Quarantine Flag	Italy
Colombia	Persia
Belgium	Austria
England	Chili
Germany	Portugal

GAME OF BICYCLE RACING

FOR TWO, THREE, OR FOUR PLAYERS

Implements consist of four pieces representing bicycles, dice and dice cups.

The Game is played on the outside ring, on the spaces with red numbers.

The Object of the game is to see who can win a bicycle race.

To Begin: First decide how long the race is to be, whether half a lap, one and a half laps, two and a half laps, or four and a half laps, etc.

All races are to be run on the outer numbered spaces (1 to 40), beginning on space "1" (start), and ending upon space "21" (finish).

Throw the dice for first play. All put their bicycles in line in the "start" space, which is marked with a red flag. The highest thrower has first turn. He throws again and moves his bicycle forward the number of spaces as indicated on dice. The other players then have their turns in order.

NOTE.—When a player overtakes another player and lands upon the same space with him, by the exact throw, the last comer has another turn.

To Win: The player whose bicycle crosses the finish line first, after completing the agreed number of laps, wins the game.

NOTE.—If the players choose they may count the dice double, that is 4 counts 8; 5 counts 10, etc.

GAME OF PUSS IN THE CORNER

FOR FOUR OR FIVE PLAYERS

This game is played with not less than four players

Implements consist of five checkers.

The Object of the game is to play Puss in the Corner. The game is played exactly as it would be played in the corners of a room.

The Game is played on the four large round black star corner spaces.

To Begin: Draw lots as to who shall go in the middle first, the other players then each choose a corner. The players must try and exchange corners without being caught by the Puss in the middle.

Each player must keep his fingers on his man. The game may last ten, fifteen, or twenty minutes, as previously agreed upon.

If the "Middle Puss," i. e., the player occupying the middle of the board, touches a player's man, or his fingers covering a man, when he is not at rest on his star home or when he is moving from one corner to another, that player becomes the Puss in the middle.

Only one hand must be used. The player in the middle may raise his man off the board, but the players in the corners must "slide" from one corner to another.

To Win: The player who has been in the middle least times wins the game.

GAME OF TROUBLESOME PIGS

FOR TWO PLAYERS

Implements consist of dice, dice cups and two pigs. Use one red checker and one black checker.

The Game is played upon the circle of numbered spaces, beginning at space "1" and going completely around the board, ending in space "21."

The Object of the game is to see which player can get his troublesome pig to market first.

To begin: Draw lots for the first play. One player chooses the odd numbers on the dice and the other player chooses the even numbers on the dice.

When the player of the odd numbers throws an odd number he moves his pig forward two spaces. When he throws an even number he moves his pig back one space.

When the player of the even numbers throws an even number he moves his pig forward two spaces, and when he throws an uneven number he moves back one space.

To Win: The player who succeeds in getting his pig across the finish line gets him to market (21) first and wins the game.

GAME OF STEEPLECHASE

FOR TWO, THREE, OR FOUR PLAYERS

Implements: Four pieces representing race-horses, dice and dice cups.

The Game is played on the outside ring, on the numbered spaces.

The Object of the game is to see which horse can win the race.

To Begin: First decide how many laps the race is to be for. Throw the dice for first play. The one throwing the highest has first play, the next highest second play, etc. Put the horses in line on the colored line marked start (next to space "1"). The first player throws and moves his horse forward the number of spaces shown on the dice. The second player then has his turn.

RULES

- (1) When a player's horse falls upon either of the black star lines he goes back three spaces and loses his turn.
- (2) When a player's horse falls upon either of the red star lines he gets another turn.

To Win: The race may be for half a lap, or two and a half laps, etc., as agreed upon. Whichever player's horse **crosses** the finish line first, after completing the number of laps agreed upon, wins the game.

TEN PIN GAMES

All the ten pin games are played on the numbered spots in the corner on the checker side of the board. The foul line of the alley is in the opposite corner. (See diagram.)

GAME OF TEN PINS.—1st Game

FOR TWO OR MORE PLAYERS

Implements consist of ten pins and disks from the Crokinole Game to represent balls.

NOTE.—All through these rules the word "disk" is used instead of "ball."

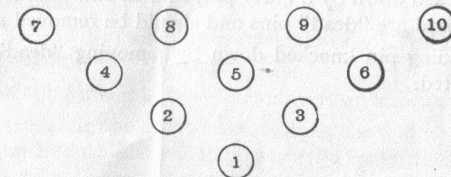
The Object of the game is to propel the disks toward the ten pins, trying to knock down as many as possible in as few turns as possible.

The Board is laid out diagonally, the numbered spots for the pins at one end, and the bowling foul line at the other.

The Score Card shows a column for the players' names and ten spaces called "frames"; these are numbered from 1 to 10. At the end is a column for total scores.

To Begin: Take the score card and write each player's name on one of the numbered lines, opposite which the scores are to be recorded. Then set up the pins on the ten spots.

DIAGRAM



How to Set up the Pins

Only two disks (representing balls) may be used by each player in each "frame," except when a second strike or spare is made in the tenth and last frame, in which case the player shall complete the frame by playing a third disk.

A **Strike** is made when a player knocks down the ten pins with his first disk delivered in any frame. This is credited to him by placing an "X" in the upper right-hand corner of the frame, and the count in such frame is left open until the player shall have played his next two disks, when all the pins made, and counting ten for a strike, shall be credited therein.

A **Spare** is made when the player knocks down all the ten pins with his second disk in any frame. This is credited to him by a "/" in the upper right-hand corner of the frame in which it is made. The count in such a frame is left open until such player shall play his next disk in the succeeding frame, when the number of pins knocked down thereby shall be added to the ten represented by his spare, and the total shall be credited therein.

A **Break** is made in all cases where the player does not get either a Strike or a Spare in a frame, in which case the only pins knocked down are credited in the frame where the break is made.

When the opponents' scores "tie" at the end of the tenth frame, another one shall be played, and so on until one wins.

To Win: The player scoring most points in ten frames wins the game

GENERAL RULES

- (a) If a player's fingers come across the foul line when bowling his disk, the score made by that disk is lost, and any pins knocked must be respotted.
- (b) Any pins knocked down by rebounding disks must be respotted.
- (c) Pins knocked down by a fairly played disk and which remain lying on the board are "dead" pins and should be removed at once.
- (d) Any standing pin knocked down by removing "dead" pins must be respotted.

GAME OF CHILDREN'S TEN PINS.—2nd Game

FOR TWO OR MORE PLAYERS

Implements consist of ten pins and disks from the Crokinole Game to represent balls.

NOTE.—All through these rules the word "disk" is used instead of "ball."

The Object of the game is to see who can win most points.

The Game is played on the same board as the first game.

To Begin: Each player writes his name on the score card, on a numbered line, opposite which he will record his score.

Then set up the pins on the ten spots.

Each player is allowed two disks to a frame; there being ten frames, he will bowl his disks twenty times.

Each player counts one point for each pin knocked down.

When all the pins are knocked down in a single shot, the player counts the ten pins, and an extra five. All the pins are reset up and he plays his second turn.

To Win: The player scoring the most points in ten frames wins the game.

GAME OF COCKED HAT AND FEATHER—3rd Game

FOR TWO OR MORE PLAYERS

Implements consist of four pins and disks from the Crokinole Game to represent balls.

NOTE.—All through these rules the word "disk" is used instead of "ball."

The Object of the game is to see which player can knock away the three pins representing the cocked hat, leaving the feather standing.

To Set Up the Board: Place four pins on the spots numbered 1, 5, 7, and 10, thus— · : · The pin on spot "1" is the feather.

To Begin: Each player plays three disks to an inning. When all pins except the feather have been bowled down, the inning (3 disks) counts one for the player's score.

If the feather is knocked over, the inning counts for nothing.

To Win: The player who gets most points in ten innings wins the game.

GAME OF KING PIN AND FOUR BACK.—4th Game

FOR TWO OR MORE PLAYERS

Implements consist of five pins and disks from the Crokinole Game to represent balls.

NOTE.—All through these rules the word "disk" is used instead of "ball."

The Object of the game is to see who can score the most points.

To Set Up the Board: Place the five pins on the spots numbered 1, 7, 8, 9, 10, thus— Each player is allowed three disks to an inning.

The Play: If the four back pins are knocked down and the king pin left standing, the player scores two points. If all five pins are knocked down the score is one point.

To Win: Ten innings make a game. The player scoring most points wins.

GAME OF FOUR BACK.—5th Game

FOR TWO OR MORE PLAYERS

Implements consist of four pins and disks from the Crokinole Game to represent balls.

The Object of the game is to see who can score most points.

To Set Up the Board: Set up the four pins on the spots numbered 7, 8, 9, 10, thus—

The Play: Each player must call his pin. For instance, a player says he will "call" or knock down pin 7 (the end pin). If he misses the pin he counts nothing, but if he hits it he counts one. If he knocks down any other pin or pins he deducts one point from his score. Each player is allowed three disks to an inning.

To Win: The player getting most points in ten innings wins the game.

GAME OF HEAD PIN OUT.—6th Game

FOR TWO OR MORE PLAYERS

Implements consist of nine pins and disks from the Crokinole Game to represent balls.

The Object is to see who can score most points.

To Set Up the Board: Spot the nine pins, leaving the 1 spot blank, thus Each player is allowed three disks to an inning.



The Play: Each player must endeavor to leave any one pin standing. If he does this he counts one to his score. If he knocks all the pins down, or leaves more than one pin standing after playing his three disks, he counts nothing.

To Win: The player getting most points in ten innings wins the game.

GAME OF CORNER PINS.—7th Game

FOR TWO PLAYERS ONLY

Implements consist of four pins and disks from the Crokinole Game to represent balls.

The Object of the game is to see who can score most points. The players sit diagonally opposite each other. Each player has three disks.

To Set Up the Board: Place four pins on the four corner squares of the checker board.

The Play: Each player shoots one disk at a time, and must endeavor to knock down one or more of the pins by carroming from the side.

By "carroming" is meant to propel the disk against the wooden side of the gameboard so that it will rebound at an angle and thus hit the pin aimed for.

The pins must never be played for directly.

If more than one pin is knocked down either by skill or luck after the first pin has been promptly carromed, it counts for score.

A player must never play for the pin nearest him except when no others are left on the board.

In shooting, a player must not touch or move on to the checker board, nor move more than six inches from his corner.

To Win: The player scoring most points wins.

Knocking down four pins constitutes an inning.

Ten innings make a game.

Each pin knocked down counts a point.

All four pins knocked down at once counts twenty.

Three pins knocked down at once counts fifteen.

Two pins knocked down at once counts five.

GAME OF CENTER CARROM PINS.—8th Game

FOR TWO PLAYERS ONLY

Implements consist of four pins and disks from the Crokinole Game to represent balls.

The Object of the game is to see who can score most points. Each player has three disks. The players sit anywhere around the board.

To Set Up the Board: Place the four pins in the middle of the four center spotted squares of the checker board.

The Play: Each player must endeavor to knock all four pins by carroming against them from the sides of the board.

By "carroming" is meant to propel the disk against the wooden side of the game board, so that it will rebound at an angle, and thus hit the pin aimed for.

The pins must never be played for directly.

All four pins must be knocked down in one shot or no score is made.

In shooting, a player must not come on to or touch the center checker board.

To Win: The player scoring most points wins the game.

Knocking down all four pins constitutes an inning.

Ten innings make a game.

Each time the four pins are knocked down a score of one point is made.

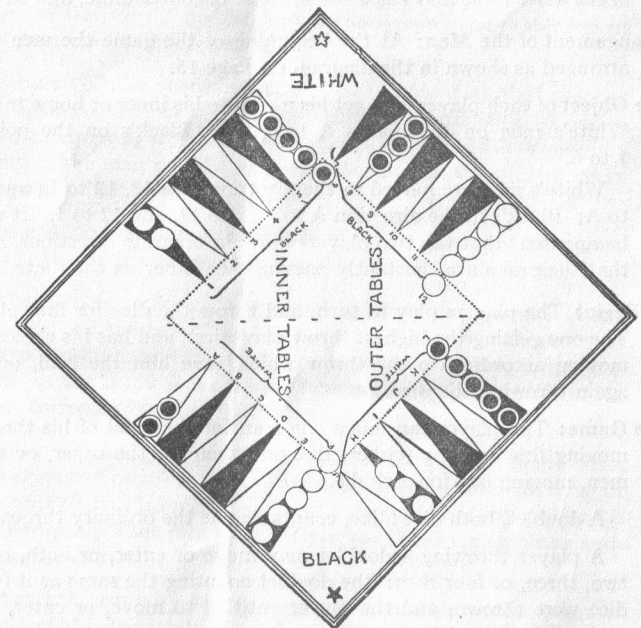
BACKGAMMON

FOR TWO PLAYERS

Implements: Fifteen men of one color for one player, and fifteen men of another color for the other; dice cups and dice.

The Backgammon Board: The game is played on the twenty-four points alternating in color. The six points at each end of a compartment are called "Tables."

The following illustration shows the positions of the players, the value or relation of the four tables to them, and the arrangement of the men.



Terms: The term "White" is used for the player of the white, and "Black" for the player of the black men. White and black sit opposite each other.

The table containing the points A to F (see diagram) is White's "Inner, or Home Table," the points G to L his "Outer" one.

Black's inner table (1 to 6) and outer (7 to 12) are directly opposite to White's.

The different points in each table bear separate names. A is called the ace point of White's inner table, B is the deuce, C the trois, D the quatre, E the cinque, and F the six point. G is known as the bar point of White's outer table, H the deuce, I the trois, J the quatre, K the cinque, and L the six point. The opposite points on Black's side bear corresponding names, 1 being Black's ace point of his inner table and 7 the bar point of his outer table, and so on.

Arrangement of the Men: At the beginning of the game the men are arranged as shown in the diagram on Page 15.

The Object of each player is to get his men into his inner or home table, White's men on the points A to F, and Black's on the points 1 to 6.

White's men are moved in the direction 1 to 12, 12 to L, and L to A; Black's in the direction A to L, L to 12, and 12 to 1. It will be apparent that the two players move in opposite directions, and that their men are constantly passing each other on the route.

To Begin: The players play in turn, and throw the dice for first play. The one getting the highest throw plays first, and has his choice of moving according to the throw which gave him the lead, or of again throwing the dice.

The Game: The player can move one man for the total of his throw, moving first for one (either) die, and then for the other, or two men, moving one for each die.

A doublet, both dice alike, counts double the ordinary throw.

A player throwing a doublet may move or enter, or both, one, two, three, or four men; the doublet counting the same as if four dice were thrown, and the player entitled to move, or enter, for each of the four dice.

The men pass freely from one side of the board to the other, over all the points, and over each other, without regard to the number of men that may be on a point.

There is no limit to the number of men of the same player that can occupy a point together; and however many, it is usual to keep them in a line extending along, and even beyond the point.

A player can not enter or move to a point containing two or more opponent men. If, at any time, he is unable to enter or move, except on such a point, he loses his turn.

A player may move to a point occupied by a single opponent man, by removing the opponent and placing it off the board but on one side. The owner of a man thus removed must enter that man upon one of the points in his opponent's inner table, upon his next turn. A player can not move any other man while he has a man "off the board," nor can he enter such man in any table except the inner one of his opponent.

A man "off the board" is entered by placing it on that point of the opponent's inner table whose number corresponds to one of the dice, counting from the outside or ace point. If the throw gives 3 and 2, the man may be entered either on the trois (3) or deuce (2) point. (See line 5, Page 16.)

In case two or more opponent men occupy each point obtained by the throw, the player can not enter, and loses his turn.

The rules for entering correspond to those for moving. If two men are "off the board" at the same time, both of them may be entered on the same throw, if the points thrown are free to be occupied. If the throw is a doublet, four men may be entered on the point corresponding to one of the dice.

As soon as a player gets all his men into his inner, or home table, he begins to "bear" or remove them from the board. Bearing or throwing off, as it is sometimes called, is the reverse of entering, and is the removing of the men from the points of the home table according to the throws.

It is not necessary to get the men on any particular point or points of the home table in order to begin to bear them, as they may be borne or removed from any points according to the throws; but it is essential that all the men be within the home table, and if at any time while bearing one or more of them are removed "off

the board," such man or men must be re-entered and moved around to the home table before the bearing can be continued. The rules for bearing are given below:

A player can move up within the home table toward the ace point for both dice, or he may bear a man for one, and move up for the other die. He can also bear two men for an ordinary throw, and for a doublet move up, or bear, or both, for the equivalent of four dice; but the bearing must always be done on the following basis:

1st. The bearing must be from points whose numbers correspond to the throws of the dice. For a four, a man is borne from the quatre point; for a five, from the cinque point. For a throw of 4 and 2, one man may be borne from each, the quatre and deuce points; or, instead, one from the six point.

2d. The bearing may be from points whose numbers are smaller than the throws. This can only take place when all the points of higher numbers and those corresponding to the throw contain no men. If 6 and 5 are thrown, and there are no men on the six and cinque points, two men may be borne from any of the four remaining ones; but policy would suggest that they be taken from the highest points occupied.

The same rule holds good with doublets. If double four is thrown, and there are no men on the quatre, cinque, or six point, four men may be removed from any of the lower ones.

When there are no men on the points thrown, and the points of higher number contain men, the latter must be moved up toward the ace point, instead of bearing.

To Win: The player who first bears all his men wins the game. The winner often scores a double, triple, or quadruple game, according to an agreement made in the beginning, for the failure of his opponent to have progressed to certain points or stages of play.

The score is usually a single game or "hit," when the winner's opponent has thrown off one or more men.

A double game or "Gammon" is counted when the defeated party has not been able to bear a single man.

A triple or quadruple game is sometimes agreed upon as the score for a Backgammon, or a game in which the winner bears all his men before the loser has borne off a single one; the latter having also one or more men in the winner's inner table, or "off the board," which is the same thing.

CHECKERS

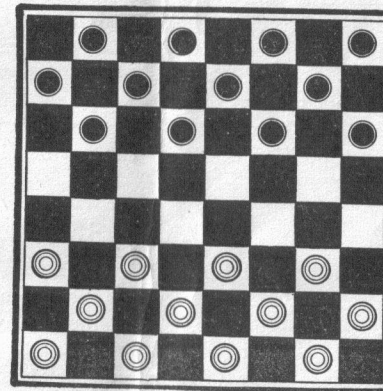
FOR TWO PLAYERS

Implements consist of twenty-four checkers, twelve of one color and twelve of another.

The Object of the game is to see who can capture most men.

The Game is played on a two colored board of sixty-four squares.

To Set Up the Board: The men are placed as in the diagram. Note carefully.



The Play: Each player in turn moves one of his men to the right or left along the diagonal on which it stands; in other words, the game is played only on squares of the white color in diagram. The men can move only forward one square at a time until they reach the extreme line of squares on the board, when they become "Kings," and are "crowned" (i. e., made double by placing an extra man on top of them), when they can move either forward or backward to the end of the game.

The men capture in the direction they move by leaping over an enemy's piece that is in a "next" square, when there is a vacant square beyond the square containing the piece leaped over. Men leaped over are taken from the board.

A player may jump over any number of his own or his opponents' men provided there are empty spaces beyond. The opponent's men thus jumped over are removed from the board. His own men remain on the board.

When there are two ways of capturing you may take your choice, whether in one way one piece only is taken, or in the other way more. When you reach the "King" row, whether by a jump or otherwise, that terminates the move until your opponent shall have moved, excepting when you leap in with a piece which is already a "King," when you may leap out again if a piece lies in the way of capture.

When one player is in a position to capture a piece, or pieces, belonging to his opponent and he fails to do so, he is liable to be "huffed," that is, his opponent may remove the man with which the offending player should have made his capture from the board, as a penalty for not taking.

To Win: The player who captures all his opponent's men, or forces them into such a position that they can not be played, wins the game.

FOX AND GEESE

FOR TWO PLAYERS ONLY

Implements: One red checker representing the fox and four black checkers representing the geese. The game is played on the red squares **only** of the checker board.

The Object of the game is to see if the fox can break through the line of geese, or the geese corner the fox.

To Begin: Place the fox on any red square at one end of the checker board and the four geese on the four red squares at the other end. The fox has first move. He may move one square in **any direction** on the red squares. The geese may move, one at a time, one space on the red squares either forward or sideward, **but never backward.**

To Win: If the fox breaks through the line of geese he wins. If the geese corner the fox so that he can not move they win.

The players should alternate each game.

GAME OF TIT-TAT-TOE

A QUICK GAME FOR TWO PLAYERS ONLY

Implements consist of a set of five round men of one color for one player, and a set of five round men of another color for the other player.

The Object of the game is to get three men consecutively in a row.

The Board: The game is played on any nine "next" squares of the checker board, which of themselves will form a perfect square.

To Begin: Divide the set of men and draw lots for first play.

The first player has the choice of play first himself or making his opponent do so.

If he chooses to play first he lays down a man on any of the squares.

The next player lays down a man upon an adjoining square, and so on until nine squares are covered.

One player will always have one man over.

Only 9 of the 10 men may be put on the board, enough to make a complete square, therefore.

Each player must endeavor to get three men in a row, either up and down or in a diagonal direction.

When either player gets three men in a row the game is ended.

To Win: The player winning most games in a given time by getting three in a row wins the game.

When neither side gets three in a row the game is called "No man's game."

GAME OF FLAP-JACKS

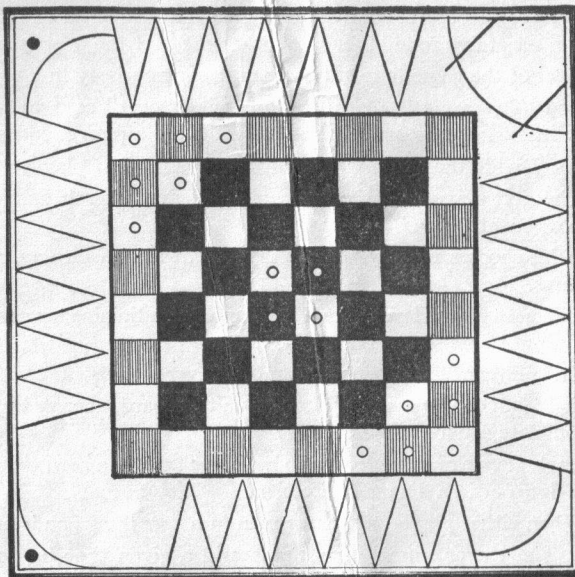
FOR TWO PLAYERS

Implements consist of 32 men, one-half of one color and the other half of another color.

The Object of the game is to see who can get the greatest number of times "Five men in a row," or "Flap-Jacks."

The Board: The Game is played on the inner 36 squares of the black

and red checkerboard (those squares marked dark in the diagram). The outer or surrounding line of squares (shaded light in diagram) are not used at all in the game.



To Begin: The players sit opposite one another. Each player takes 16 men of one color. Each player puts a man on the board in turn. Draw lots for first play.

The Play: When a player can get 5 of the men of his own color consecutively in a row he calls "Flap-Jack" and counts "one" to his score. In laying down the men the players place them anywhere they choose, inside the proscribed squares.

A "Flap-Jack" may be made upon the board with the squares lying upright or crossways or cater-corner on the board.

To Win: The player who makes a "Flap-Jack" first wins. Any number of games, or "Flap-Jacks," the players previously agree upon, may be played.

GAME OF EGYPTIAN PYRAMIDS

FOR TWO PLAYERS

Implements: Twelve pieces, divided into differently colored sets of six men each. (Use 6 red and 6 black checkers.)

The Object of the game is for a player to move all his pieces from his home Pyramid to his opponent's Pyramid.

To Set Up the Pieces: The players sit diagonally, one player having the black star opposite him, and the other player the red star. Each player takes one set of men of one color and fills up the spaces on his Pyramid, which will be found opposite him, each space being marked by a gold dot, thus—



To Begin: The one getting his pieces set up first has first play. He may move any one of his front men forward or sideways one space. He may jump any of the second row of men over the front row into any open space that is in line, sideways or forward.

The second player then has a turn, and does likewise.

To Win: The player first completely covering all the six round spaces composing his opponent's Pyramid, that is, the Pyramid opposite where he is sitting, wins the game.

RULES

- (1) A piece may be moved one space in any direction, except backward.
- (2) A piece may be jumped over any piece next to it when there is an open space beyond, and may continue to jump over his own or his opponent's piece as long as there are empty spaces beyond.
- (3) When a piece is jumped over, it is not taken from the board.