

9999

RULES FOR PLAYING

The Game of 

FOUR NINES

FOR 2, 3, OR 4 PLAYERS

THE OBJECT of the game is to see which player can win most points.

IMPLEMENTS. Each player uses a dice cup, dice and four discs; the discs of each player being distinguished by a different color from those of his opponents. Each four pieces are placed on the circle at the right of the player.

TO BEGIN. The dice are then thrown in turn by the players, until 5 is thrown. The person throwing that 5, then enters one disc in the "entering space," ~~small circle on the road at his right.~~ The players continue to throw by turns whether they succeed in throwing the entering number—5—or not.

TO PLAY. After a player has "entered," he can move his disc forward, according to his throws, until he has proceeded all around the board to the bottom of the middle spaces directly before him, which lead to the HOME, when he moves the disc up those spaces according to his throws, into the large center space called "Home."

The moves are always made to the right. If a disc rests on one of the spaces having a small circle it is called "Safe," and cannot be captured. If, however, a number is thrown which would carry a disc to any other space that is occupied by a disc of an opposing player the move captures this disc, putting it out of play until its owner again throws 5 when he must enter it as at the beginning of the game.

Two discs of the same color can occupy the same space, which forms a "Blockade" and they cannot be passed, even by their owner, until this blockade be broken. The player must move one of these discs before anyone can move other discs past that point.

No one can place his disc upon a "Safety" circle occupied by a disc of an opponent except when the entering circle of that opponent be covered by but one disc, when he can capture this disc and return it to the owner, who must enter it again as usual.

A player throwing 6 can move forward 12 spaces, and he is also given a second throw; if he again throws 6, he moves another 12, and is given a third throw; but if this third throw be 6, his disc which is the nearest "Home" is put out of play, until he can enter it again as originally by throwing 5.

Capturing the disc of an opponent is not compulsory. The final move into "Home" cannot be made until the exact number required for the move into the "Home" space is thrown. A player can have but one throw for each play, save when he has thrown 6 as above described. He can move but one disc on a throw, but can move any of his discs that he chooses. Players should try to capture the opponents discs nearest "Home."

TO WIN. The player first getting all four discs into the "Home" circle wins.

(OVER)

WITH TWO DICE

This is played like the first game except that two dice are thrown. The players all throw and the one having the lowest number, starts the game by making his throw for entering. All throws made which do include the entering number—5—count for opponents, until a player has succeeded in entering one disc, when he can move according to his own throws.

Entries can be made when 5 appears on one of the dice, or when 5 is made by adding the numbers shown on two dice. When 5 is shown on one of the dice and the entry is made, and the disc may be moved as many points as shown on the other die. When two fives are shown two discs may be entered. But when there is only one disc left to be put in play, the other five may be used in moving. When two numbers of the same denomination are thrown, the player is given a second throw, and if this occurs after all his discs are in play, the spots both of the die and underneath are counted. But, if there yet remain some discs to be entered, only the number of spots thrown are used in moving. These spots may be divided, however, and two or more discs moved on them, if all the numbers shown on the throw are used. Two discs forming a blockade cannot be moved an equal number of spaces on such a throw, thereby making another blockade, but only one may be so moved.

If a player captures an opposing disc, he gains 20 points. If the opponent fails to enter this disc at the first chance, he loses 20 from his score as a penalty.

When the entering circle of a player is occupied by an opposing disc, and he has an opportunity to enter, he captures the opponent's disc, thus scoring 20. Each disc entered into the "Home" counts 10.

TO WIN. When one player has got all discs into the "Home" the game is concluded. The highest score wins the game.

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