

STEEPLE CHASE

TWO, THREE, OR FOUR PLAYERS.

IMPLEMENTS are a piece representing a race horse for each player, and an indicator arrow and button for common use. The game is played on the roadway surrounding the green side of the board.

TO BEGIN: Decide how many laps are to be run. Probably twice around and then to the finish line. is the best race. All players spin the indicator, and the one spinning highest has first play. Put the horses on the front line of the colored space marked "Start," and the arrow button in the hole in the indicator dial. Only the inner numbers of the dial are used.

THE RACE. The players spin and move their horses in turn in the order established by the preliminary spin. They move from line to line, not from space to space. Each moves his horse forward *three times* as many lines as the number he spins, in the direction of the arrows on the roadway, and obeys the following rules:

1. When a player's horse lands upon a red circle, he loses a turn.
2. When a player's horse lands on a blue circle he gets an extra turn.

TO WIN: The race may be merely from the start to the finish line, or for any additional number of laps agreed upon. The player whose horse first crosses the line marked "Finish," after going around the agreed number of laps, wins the race.

15. A tall man with brown hair will soon be your friend.

16. Beware of an enemy in the garb of a friend.

PINK CIRCLE, (Outer).

1. The asker will be fortunate in his life.
2. You will conquer those who oppose you.
3. Prosperous signs surround you, but be cautious.
4. If you would be prosperous, choose the sea.
5. You will be invited to a feast or wedding.
6. Expect three mischances.
7. There is safety for you on land.
8. Watch for a removal, sudden and unexpected.
9. Travel eastward from where you were born.
10. Fortune is yours, what more do you want?
11. Six favor you, four are against you.
12. An absent friend changes his residence.
13. The longest purse will belong to your enemy.
14. Search carefully, a woman is concerned in the matter.
15. The asker will marry a clever, prudent person.
16. Sunday will always be a day of success.

CROSS CORNERS

THE IMPLEMENTS are a checkerman for each player. Three, four, or five players may take part, but the game is best if there are not less than four.

THE OBJECT of the game is similar to that of "Puss in the Corner. A player in the middle tries

AUTOMOBILE RACE

FROM TWO TO FIVE PLAYERS.

THE IMPLEMENTS are a set of differently colored pieces representing autos, one for each player, and an indicator arrow and button. From two to five players can take part. The game is played on the Steeple Chase roadway.

THE OBJECT is to see which player can first get his auto around the track an agreed number of times. Every race begins at the space marked "Start," and ends at the "inish" space. The players should agree upon how many times they are to run around the track. Either $2\frac{1}{2}$ or $3\frac{1}{2}$ laps make a good race.

TO BEGIN: Place the arrow button in the hole of the four-division indicator dial. The players then spin for first play. The one spinning highest moves his auto forward the number of spaces spun, and the others follow in turn. Only the inner numbers of the indicator are used.

THE RACE. The players continue to spin and move in turn until one of them completes the agreed number of laps. A player spinning the same number twice in succession counts *double* for the second time, three times *treble*, and so on.

TO WIN. The player who first crosses the "Finish" space after completing the **agreed number of times** around, wins the race.

BOOK OF DIRECTIONS

FOR PLAYING GAMES ON

Sr. Combination Board

4201

Crown Checkers	Shuffle-Board
Messenger Boy	Race Around the World
Mystic Fortune Telling	Tat-Tat-Tum
Cross Corners	American Colors Game

Steeple Chase	Game of Baseball
Game of Golf	Game of Football
Driving the Goats	Automobile Race



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GAME OF CROWN CHECKERS

TWO PLAYERS.

THE IMPLEMENTS are twenty-four round flat pieces, or men, twelve of one color and twelve of another. The game is played by two players on the two-color checker-board of sixty-four squares. Only the dark squares are used.

THE OBJECT of each player is to so move his men over the board as to capture all of his opponent's men, or pen them in so that they cannot move.

TO SET UP THE BOARD: The players place their men on opposite sides of the board, each occupying the four dark squares that have crowns upon them, and the eight other dark squares immediately in front of them.

THE MOVES. Each player in turn moves one of his men forward diagonally, to the right or left, to an adjoining dark square. The men can move only forward until they reach the farthest row of dark squares on the opposite side of the board. They then become "Kings," and are "crowned" by having an extra man of the same color placed on top of them. A King may move either forward or backward.

CAPTURING. Men capture opponents by jumping over them. An opposing man is jumped when it stands on a square to which the capturing man could move if it were vacant, and there is a vacant square beyond in the same direction. If after

SCORING.—When the ball is carried to or across the opponent's goal line *on the middle lengthwise line*, the player scores a Goal from the Field. When the ball is carried to or across the goal line at any other point, a Touch Down is made, and the player is then entitled to try for a Goal from a Touch Down. He places the ball on any position he chooses, except the middle one on the goal line, and spins the arrow. If he spins a number that will take the ball to or over the middle position on the goal line, he scores a Goal from a Touch Down. But if he fails, he scores for a Touch Down only. In moving for this spin, it must not be forgotten that a double number compels a *sidewise* move first.

It is not necessary to reach the goal line by an exact spin in order to score; any spin which will take the ball to or over the line will answer, whether there is a surplus or not. The points scored are as follows:—

GOAL FROM TOUCH DOWN,	6
GOAL FROM THE FIELD,	3
TOUCH DOWN FAILING GOAL,	5

✓ The game is generally divided into two halves of thirty-five minutes each, but this time may be shortened to ten minutes or any other length if desired. When the first half is up, the ball is placed on the middle spot again, and the play begins once more.

After a Goal or Touch Down is made, the ball is always replaced on the middle spot, and the losing player has first spin.

MESSENGER BOY

TWO, THREE, OR FOUR PLAYERS.

THE IMPLEMENTS are differently colored pieces, one for each player, and an indicator arrow for common use. The arrow button is to be placed in the four-division indicator on the checkers side of the board.

THE OBJECT of the game is to see which Messenger Boy can most quickly rise, by ability and good-conduct, to the position of President of the Company. The game is played on the lay-out of squares adjoining the checker-board.

TO BEGIN: Each player spins the arrow in turn, and the one first spinning 4 has first play. He places his piece on the space down in the corner marked "Enter," and spins again. After spinning, he moves his piece forward a number of squares equal to his spin, passing from square to square through the openings in the direction of the arrows. The player who has made the second highest spin then enters, spins, and moves in the same way, and others, if there are any, follow in order. Each player obeys any directions printed in any square in which his move ends.

TO WIN. The players continue spinning and moving in turn until one of them reaches the last square (that in which there is a picture of a Messenger Boy). This must be reached by an exact spin, and the player who first does this is the winner of the game.

FOOTBALL

TWO PLAYERS

THE IMPLEMENTS are a button-arrow, and one movable piece which is to represent the ball. The arrow is to be inserted in the indicator dial, of which only the outer numbers are used in this game.

THE FIELD (which is on the same side of the board as the Baseball diamond) is divided by lines running crosswise and lengthwise. At each end is a goal.

THE OBJECT of each player is to kick as many Goals and make as many Touch Downs as possible.

A Goal is kicked when the ball is sent to or over the opponent's end line at his goal. A Touch Down is made when the ball is sent to or over the end line at the right or left of the goal.

THE KICK-OFF.—Each player sits so that he has a goal near him, and that one is *his* goal, while the farther one is his opponent's. The ball is placed on the spot in the middle of the field, and the players then spin the indicator in turn. Two of the divisions of the indicator carry a picture of a ball. The player who first spins one of these is entitled to the possession of the ball for the first kick.

THE PLAY is carried on by moving the ball straight along the lines, according to numbers spun on the indicator. The points where the lines cross one another are the positions on which the ball is to

rest. For example, to move for the number 3, a player will count three intersections in a straight line in the desired direction from the position the ball rests on, and move it to the third.

The players always spin in turn, but a player is not entitled to move the ball unless he first obtains possession of it by spinning one of the divisions carrying a picture of a ball. The player who wins the kick-off therefore continues to move it every time he spins until the other player spins a ball division. Then that player moves for all his spins until the first one regains the ball by spinning a ball division. After losing the ball a player's spins are all useless until he recovers it by a proper spin.

If a player who has the ball spins a *single* number, that is not in a ball division, he may move the ball for that number in any possible direction, but will naturally prefer to move it lengthwise toward his opponent's goal line. But when he spins a division in which there are *two* numbers, he must *first* move *crosswise* for one, and may then move lengthwise for the other. The ball may be moved crosswise only to the edge of the field; if the number spun will carry it farther, the move must be made toward the other edge.

When a player spins a ball division and thereby obtains the ball, he may move lengthwise *that time* for the number on the division. But if he spins a ball division *again* during the same period of possession (that is, before the other player spins one), he must move *crosswise* for the number.

jumping one man, another is in position to be jumped, that also is jumped on the same move, and as many more as may be in position. All captured men are removed from the board.

HUFFING. If a player who can capture omits doing so, his opponent, if he chooses, may either compel him to move his man back and make the omitted capture, or remove the man that should have captured from the board. This is called "huffing." If there are two ways of capturing, a player is free to take either way.

KINGS. When a man first reaches the crown row, that ends the move for that turn. But when a man already a King reaches the crown row by a jump, it may jump out again on the same move if there is an opposing man in position to be jumped.

TO WIN, a player must capture all of his opponent's men, or force them into positions from which they cannot be moved. It sometimes happens in an advanced stage of a close game that neither player can win, as, for instance, when each has only a King left. It is then called a drawn game.

A VARIATION in the method of play that may sometimes be liked, is for each player to jump his own men, when in the right position, as well as the opponent's. Jumping one's own men is not obligatory, and they are not removed.

Ball division, the player has an additional spin at once, and if the arrow stops in such a division four times, takes First Base.

When the player of the "Out" side spins in turn, the direction on the outside circle applies to the game. If it reads "Batter out," the piece at the Home Plate is set aside to keep count of the "Out," and another is at once put in its place, unless it is the "Third Out." If the direction reads, "Out on First Base," and there is a piece on First, it is Out, and is set aside; and so with any other base. But if there is no piece on the specified base, nothing is done, the spin being simply useless. In the case of a "Double Play," the man at Home Plate is out, and also the rearmost man on base if there is one.

The placing of a new piece on the Home Plate *at once*, whenever it is vacated by means of a man being put out or taking a base, is very important, in order to avoid confusion in the play.

After three of the side at bat have been put out, the other side goes to the bat. The pieces are reset, and the play begins as at first.

When each side has had its Inning, an Inning of the game has been played. Nine Innings make a full game. Less may be played by agreement before the game begins, if nine are found to take too long in playing.

TO WIN. A Score of all the runs made by each side should be kept on a paper or slate. The side having the most runs to its credit at the end wins the game.

MYSTIC FORTUNE TELLING

ANY NUMBER OF PLAYERS.

- **THIS GAME** is played on the checker-board side of the board, on the large disk composed of differently colored circles with many numbers on them.
- **THE METHOD** of playing is for a player to put the button of the indicator arrow in the hole in the center of the circles, and spin it. Observe the number it stops at in the inner gray circle first, and look up the meaning of the number as given in this book. Then spin for the green circle, and so on in succession to the outer circle, reading from one number only in each circle.

THE MEANING OF THE NUMBERS.

GRAY CIRCLE

1. While you seek, your mind changes. Try again tomorrow night.
2. Seven years hence will be the best in your life.
3. Lack of care will embitter your life.
4. A great surprise awaits you soon.
5. Choose a public occupation.
6. You should not travel for three years, then go South.
7. You are fortunate, but a mighty change approaches.
8. You will marry one you love, but you will have less freedom.
9. Trust not every friend and your hopes will be fulfilled.
10. There are signs of deceit and delay.

11. Seven days hence something will happen that will affect your outlook.
12. Never neglect fortune when it comes to you.
13. You will marry a foreigner, but one who is tall and good-looking.
14. You will have secret anxiety, but luck will come.
15. Take heed that you are not robbed. Look well after your purse.
16. You should reside near water, by river or bay.

GREEN CIRCLE

1. Guard your forty-second year.
2. The most critical time is passed.
3. The battle is not always to the strong.
4. Avoid traveling. Seek elsewhere.
5. Your acquaintance is large, but remember that friends are few.
6. Twice, says the moon, you will be very fortunate.
7. Villainy and treachery appear in the future.
8. Your wedded life is both sweet and bitter.
9. Fortune promises much, be patient.
10. There is insincerity near you. Seek your fortune a day or a week hence.
11. You will nearly give up three different times.
12. Watch for an unexpected change in your life.
13. Banish all fear from your mind.
14. Changeable as the moon. Your friend has lately felt his destiny at work.
15. Marry one in public life and you will be happy.
16. Discord and contention are foreshadowed. Be cautious.

BASEBALL

TWO PLAYERS.

THE IMPLEMENTS are a Batters' and Fielders' indicator and two sets of pieces, nine of one color and nine of another. The game is played on the Steeple Chase side of the board.

THE OBJECT is to make as many runs as possible around the diamond during nine innings, and prevent the other side as much as possible from making any.

TO BEGIN the game, each player in turn spins the indicator. The one getting the highest count by the figures on the inner circle puts one piece on the "Home Plate" (to "bat" and run the bases). The other player puts pieces on the other positions marked on the board. (They are "Outs," and have to put three of the "Ins" out by catching balls, etc., according to the Indicator, before they get their Innings.)

THE PLAY. The players then spin the indicator in turn, the player of the "In" side having first turn. This player plays by the direction found at the point of the arrow on the middle circle. Each time he makes a spin that entitles him to a base, he moves the piece at the Home Plate to the specified base, and immediately puts another piece on the Plate. Any pieces already on bases advance to make room for a new occupant, scoring "Runs" if carried to the Home Plate. If the batter makes a "Home Run," all men already on bases necessarily score Runs also. If the arrow stops in a Passed

RULES:

1. A chip shall be said to be in the hole when it is entirely inside of the black ring.
2. The player winning a hole has first turn at the next.
4. When a player has finished a hole, he must take his small chip out of the way, and the other player goes on until he also finishes the hole.
5. A chip that rebounds from the side of the box into a hole counts as well as if it went in directly.
6. A player who jumps his chip off the board loses the hole he is playing for.
7. Every time a chip is moved a stroke is counted.

DRIVING THE GOATS

TWO PLAYERS.

THE IMPLEMENTS consist of two pieces for goats and an arrow and button. The game is played on the Steeple Chase side of the board on the outer roadway.

TO BEGIN: Each player puts his goat on the space marked "Start," the arrow button is inserted in the center of the four-division indicator, and the players spin for first move, the highest spin giving that advantage. The inner numbers only are used.

THE MOVES. The players spin in turn. When an odd number is spun the player moves forward *double* the number of spaces; when even is spun, the player moves forward *treble* the number.

TO WIN. The player first getting his goat past the "Finish" space wins.

BUFF CIRCLE.

1. Fortune and happiness.
2. Two years of unhappiness may be yours.
3. Several unlooked-for chances may be yours.
4. Travel not far from the land of your birth.
5. It is foretold that you will be many times a **winner**.
6. Three of your family will shine as stars.
7. Fortune threatens to be fickle.
8. The stars near you are harmonious.
9. Before prosperity befalls you, some evil is **likely** to happen.
10. The signs point to fulfilment and prosperity.
11. Three or four hindrances stand in your way.
12. You are destined to acquire unheard-of wealth **in** your old age.
13. The darkest in hue shall beat the fairest.
14. Seek employment under the Government.
15. Beware of a blow or wound on the head.
16. Some of your offspring are destined to be **rich**.

BLUE CIRCLE.

1. Take heed to be prudent in your wishes.
2. What you seek you would better not have.
3. Your sign speaks of riches gained from the rich.
4. You will have startling news in twenty-nine **days**.
5. Begin your journeys seven days before the moon is full.
6. One close to you plays you false.
7. One of your household will be successful as a **doctor**.
8. Disappointed in first love, you will be very **happy** within four years.
9. You will marry one you never have yet seen.

10. Your destiny will make you famous.
11. From your thirty-ninth year on fortune will be most favorable.
12. Deal in books, pictures, and music. Success is promised in these.
13. You can travel safely by land or by sea.
14. For some time a mixed destiny is yours.
15. You are destined to suffer for a year.
16. Promises have been made to you ; most of them will surely be kept.

YELLOW CIRCLE.

1. Happy success is foretold for you.
2. Deal in goods that are products of the earth.
3. Five long, tedious journeys are laid out for you.
4. Beware of short thick-set people with red hair.
5. The stars concerned with your destiny are still obscure.
6. Twice you will wed, the second time happily.
7. What you expect to gain in a certain instance, you will lose.
8. You will love many, deceive a few, and meet your match in marriage.
9. You are warned to be discreet and watchful.
10. Remember that worldly friendships are rare.
11. Be cautious until eighty-eight days have passed.
12. A crisis, even two of them, are already passed.
13. Do you inquire regarding a lover. If so, the letter is O
14. The stars presage good fortune.

GOLF

ONE OR TWO PLAYERS.

THE IMPLEMENTS are two large and two small Tiddledy Wink chips. The small chips represent the balls of regular Golf. The game is played on the Steeple Chase side of the board.

THE OBJECT of the game of Golf is to send a ball from a given spot over any natural obstacles that lie in its way, into a series of small round holes. In the board game this is represented by propelling a small chip by "nipping" it with a large one, as in the game of Tiddledy Winks.

THE HOLES are white with a red dot inside. There are nine of them. Near each of them is a "tee," which is the place from which the start toward the next hole must be made.

TO BEGIN: Agree which shall play first. There is no special advantage in this. The first player places his small chip on the first tee, marked "Start," and sends it toward the first hole, following the direction of the line. That player wins the hole who makes it in the smallest number of nips.

TO WIN: The player getting around to all nine holes in the least number of strokes wins the game.

Another way of counting, which may be preferred, is for the player winning the most holes to win the game.

to touch the other players' hands while they are exchanging corners. The corner-bases, or homes, are the four large rosette devices on the checkers side of the board.

TO BEGIN: Spin the arrow in the four-division indicator to decide who shall go in the middle first. The lowest number obtained elects the player to this position. Remove arrow after spinning. The other players then choose corners and place the men in them.

THE GAME. The players in the corners try to exchange men by sliding them from one corner to another without being touched by the middle player. Only one man is allowed in a corner at a time. If the middle player touches a player's hand while it is on his man, or touches the man while it is out of a corner, that player must go to the middle, and the one who has touched him or his man takes a corner. A player should keep his fingers off his man except while sliding it, as he is safe only when his man is in its corner and his fingers are not touching it.

Only one hand may be used by any player. The men must not be lifted from the board. A player does not always have to move the same man; after a man has been moved to another corner, it is moved by the player at that corner.

TO WIN. The game is played for ten, fifteen, or twenty minutes, as may be agreed upon, and the player who has been in the middle fewest times is the winner.

The game is played on the two groups of red, white, and blue squares, in the corner near the checker-board.

THE OBJECT is to see which player can first cover all the colored rows of squares of one group.

TO BEGIN: Place the twelve small counters in the bag. Draw lots or spin an indicator for first play. One of the players draws at random from the bag four counters, neither more or less. If they correspond with the colors of the row marked "Start," he places a marker to show that he has been successful on that row. Whether the counters correspond or not, they are put back in the bag. The other player then tries his luck. When a player has succeeded with the first row, he tries for the second, and so on. The colored counters are put back into the bag and shuffled after each draw.

TO WIN, a player must be first to mark all his rows up to and including the "Win" row.

ANOTHER METHOD of playing is for the players to draw from the bag at random one after another. The first to see that his four counters correspond in color to any row claims it. The first to cover his five rows wins. The rows may be marked in any order.

THE OBJECT of each player is to get three of his men consecutively in a straight row and prevent his opponent from doing so. One end of a row must rest on either a crown square or a cross square.

TO BEGIN: Draw lots or spin an indicator to decide which player shall have the choice to play first himself or make his opponent do so. If the winner of the choice chooses to play first he places one of his men on any of the squares. The other player then places one of his on any other square, and so on. Each player endeavors to get three of his men in a row, either up or down, across, or cornerwise, but must also try to block his opponent in his efforts to do likewise.

TO WIN. The game may end when either player gets a row of three, that player being the winner; or it may continue till all the pieces are played, and be won by the player getting most rows of three. When neither side gets three in a row, it is called "No man's game."

AMERICAN COLORS GAME

TWO PLAYERS.

THE IMPLEMENTS consist of twelve small counters of three colors, red, white, and blue, four of each; a bag; and two pieces of different colors to be used as markers.

SHUFFLE-BOARD

TWO OR FOUR PLAYERS.

THE IMPLEMENTS are the disks used for checkermen, eight of one color for one player and eight of another color for the other. Four players may take part if they play as partners, two and two.

THE OBJECT of the players is to make points by shooting the disks from the corner near the checker-board, diagonally across on to the oblong figure divided into spaces with large numbers.

TO BEGIN: Decide first play by drawing lots or spinning an arrow. The arrow should not be left on the board, however, after serving this purpose. The players shoot alternately, each trying to aim his shots so that the disks will stop on high numbers. Each may also try to knock off any of his opponent's disks already on good numbers.

SHOOTING is done by placing the tips of the thumb and second finger together in front of the nail of the first finger, as close to the edge of the disk as possible, and then snapping the end of the first finger through between the others against the disk.

SCORING: When all the disks have been shot, one round is complete. Each player scores for each disk entirely within the lines the number of the space it is on. A disk wholly within the outer lines but partly in one space and partly in another scores for the lower number. The nearer end space adds ten and the farther one deducts ten from the score. Disks partly or wholly outside of the lines score nothing. Disks that rebound on

to a space from the sides score just the same as if shot directly.

Any number of rounds may be played. The player scoring most points wins the game.

RACE AROUND THE WORLD

TWO PLAYERS

THE IMPLEMENTS are two pieces and an indicator arrow. The arrow button is to be inserted in the four-division indicator on the checkers side of the board. The game is played on the miniature map of the world adjoining the checker-board on two sides.

THE OBJECT of the game is to see which traveler can first complete the journey around the world.

TO BEGIN: One player places his piece on the circle marked 1 and the other places his piece on the circle marked 23. Spin for first play, and the player spinning highest spins again and moves his man forward the number of circles spun.

THE PLAY. The players spin and move in turn. Each must get by one route to circle 13 and continue to the other end by the other route. A player stopping on a black space loses his next turn. The number 4 on the indicator does not count. A player spinning it loses one turn.

TO WIN: The player first completing the journey wins the game. The places for which the numbers stand are as follows:—

1. New York, the second greatest city in the world
2. Montreal, the important city of Canada.

3. New Orleans, at the gateway to the Mississippi.
4. Panama, where the great canal has been dug..
5. Lima, an ancient city famous in the time of the Spanish conquerors.
6. Valparaiso, the beautiful seaport half destroyed by earthquake in 1906.
7. Buenos Ayres, a magnificent city of the Argentine Republic.
8. Cape Horn, the cradle of storms.
9. Rome, once mistress of the world.
10. Bombay, a great seaport of India.
11. Lhasa, the mysterious capital of Tibet.
12. Melbourne, Australia's greatest city.
13. Sidney, with its beautiful harbor.
14. Delhi, one of the most ancient cities of the world.
15. Calcutta, capital of India.
16. Christiania, capital of Norway.
17. London, the greatest city in the world.
18. Paris, the seat of fashion and gaiety.
19. Madrid, majestic capital of Spain.
20. Rio de Janeiro, great port and capital of Brazil.
21. Caracas, the Paris of South America.
22. Mexico, the city set amid the great mountains.
23. San Francisco, risen again from ashes.

TAT-TAT-TUM

TWO PLAYERS.

THE IMPLEMENTS. are the twenty-four checkers, twelve of one color and twelve of another. The game is played on the checker-board.