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RULES *for* PLAYING  
EIGHTY-THREE  
GAMES

ON THE

SEROCO  
Combination  
Game Board



Sears, Roebuck & Co.  
SOLE MAKERS  
Chicago, Ill.

AGCA  
ARCHIVES

RULES

FOR

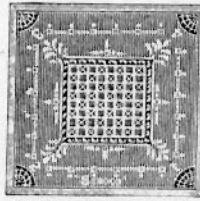
Playing Eighty-Three Games

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# The Seroco Combination Game Board



Checker and Pool Side  
of Board.

This is beyond doubt the most magnificent game board ever offered to the public. Made of hardwood with three-ply veneer, 28 $\frac{1}{2}$  inches square. You will find this game board exceedingly attractive in design, workmanship, finish and quality, and the games new and interesting.

NOTE:—In addition to the large number of games mentioned in the Seroco Rules, most any game that can be played on any other board can also be played on the Seroco Combination Game Board.

## RULES FOR THE SEROCO COMBINATION GAME BOARD.

### No. 1. SEROCO IMPROVED BASE BALL GAME.

To assist those who are not familiar with base ball, we will briefly describe its principal features. It is played on a diamond shaped field; at the four corners are the four bases, all of which the runners must reach before a run can be scored. Nine players on each side and an umpire are necessary to play the

—3—

real game. The pitcher, the batsman (sometimes called the striker) and the umpire are the principal players. The two sides are called the "ins" whenever they are at the bat, and the "outs" whenever they are out in the field to catch the ball. The sides always change places as soon as three men are put out. The men are put out in several ways.

1st. If batted ball is caught before it touches the ground.

2nd. If the striker fails three times to hit a fairly delivered ball the umpire calls out the misses as strike 1, strike 2, strike 3, strike out.

3rd. When a striker hits a ball fairly he is obliged to run to first base and to get there before the ball can be sent to the first baseman by the outs. If he thinks he can make two or more bases, he runs for them, but if the ball gets there before he does, and he is touched by the ball in baseman's hand, he is out. Sometimes the ball is quickly thrown to two bases while the men are running and two men put out at once. This is called a double play.

The striker must knock the ball within the lines of the diamond extended to the limits of the field. If he knocks it outside of these lines it is called a foul, and the runners must all return to their bases.

It is the duty of the pitcher to send the ball directly over the home base, which is only 17 inches wide, and not above the striker's shoulder or below his knee. If he delivers the ball outside of that space and the batsman does not strike at it, the umpire calls out one ball. Four such balls will give the striker a base, and if there is a man on first base he will be advanced one base, and in

case there is a man on second he also will be advanced, and if there is also a man on third he will be advanced to home base.

If the pitcher should hit the batsman's person or the umpire with the ball, the striker is given a base. As the above are the leading features of the game, we have made them correspond to the throwing of a die by the pitcher, batsman and umpire, and there is just as much luck and chance in the real game as there is in throwing these dice and their various combinations.

To assist you in properly applying our rules, remember these three things:

1st. The umpire does not interfere unless the total of the three dice exceeds fourteen or is less than seven.

2nd. The rules of the outs prevail over the rules of the ins whenever there is a conflict.

3rd. When the pitcher and batsman throw the same, viz.: doublets, the rules of the ins prevail over the rules to the outs.

Set up the ball players with blue uniforms in the white rings and those with white uniforms in the red rings and the umpire in a black ring. (They come with the game on a card and must first be cut out.) Three or more can play, each player choosing a paper man to represent him.

When only three play, one is the umpire and the others are the pitchers for each side and the rest of the men are moved as dummies. Throw dice to decide which side goes to bat first. If the blacks win, the white pitcher goes to the box, i. e., the center of the diamond, and the blacks to the home base to bat. The rest of the whites scatter around the field: 1 for first baseman, 2 for second baseman, 3 for third baseman.

The game begins by the pitcher, the batsman and the umpire each throwing one dice. The umpire does not interfere unless the total of the three dice runs above 14 or below 7. When his rulings interfere with the others, as at 4 and 15, his rule prevails and the others are void. In case of conflict of rules between pitcher and batters the pitcher prevails, except when they throw doublets, then the batsman prevails.

When more than three are playing the other players take their turns at the bat and the batsman moves his men around the diamond or off the field as the dice are cast.

When the striker is entitled to one or more bases, all the men occupying the bases he must pass also move.

When three men are out the outs come in to bat and the ins take their places in the field.

Nine innings for each side constitute a game. The side making the largest number of runs during the nine innings wins the game.

The score should be kept on a card ruled like this:

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Total
BLUES										
REDS										

As soon as men are put out set them apart from the rest, so there will be no dispute about three or only two men being out. Do the same for the runners who reach the home base, so the score can be set down correctly at the end of the innings. Put a goose egg—0—on the score card when no runs are made during an inning.

### RULES FOR THE INS.

(The dice thrown by the Batsman.)

6 Spot—Hits the ball and runs to first base (called a single).

5 Spot—Hits the ball and runs to second base (two bagger).

4 Spot—Hits the ball and runs to third base (three bagger).

3 Spot—Equals 4 balls poorly delivered and striker is given a base.

2 Spot—Pitcher hits batsman with a ball and striker is given a base.

1 Spot—Ball knocked fairly over the fence, home run.

### RULES FOR OUTS.

(The dice thrown by the Pitcher.)

6 Spot—Ball is caught, striker out.

5 Spot—Foul strike, return to bases.

4 Spot—Three strikes, striker out.

3 Spot—Balk, striker given base.

2 Spot—Foul strike, return to bases.

1 Spot—Catcher fails to catch ball, striker given a base.

### DUTIES OF THE UMPIRE.

The umpire should be familiar with the rules and call out the various results of the throwing of the dice.

Counting the three dice together, triplets of any kind give the umpire the decision, and to be fair, he will favor the side having the fewest runs on the score, and allow them what their die calls for under the rules.

6. When six is thrown the umpire suspends the game to compel the spectators to move back so the game can proceed. He commences the innings again, crossing out any runs which may have been earned by the side at the bat during the inning.

5. When five is thrown he fines the outs for fighting. This fine or forfeit should be decided on before the game commences.

4. Voids the throw of the outs and allows the ins to prevail as shown on their die.

17. The runner nearest home steals a base.

16. Voids the throw of the ins and allows the outs to prevail.

15. A double play. If two men are at bases they are both out.

The umpire always counts the three dice together to get his number.

### No. 2. THE SEROCO GAME.

Two or four persons may play this game, partners sitting opposite, on checker board side. Place the black ring in the center, and the 24 white and red rings close around it, well mixed up. The first one playing snaps his shooter toward one of his own men, trying to knock it into a pocket. He continues shooting until he misses, when the turn passes to the person at his left, and so on. If the shooter goes into the pocket, the player must place a man back on the board as a forfeit and also any men knocked into the pocket by the same shot. The player must shoot from outside lines on their side of the board. The black ring counts 20 at once for the side pocketing same. Each man left on board counts 5 for the first pocketing all its men. A man knocked off the board should be placed back near the center. Keep hands and shooters off the board when it is not your turn to shoot, the same as in old Crokinole. One hundred points is the usual limit of the game.

### No. 3. THE SEROCO GAME.

Same rules and pieces as in Seroco Game No. 2, except that each player must name the

ring and pocket he intends to make. Any ring made at the same shot is allowed, but failing to make the one named, the ring or rings pocketed at the same shot must be replaced to the center of the board, unless it is an opponent's.

### No. 4. THE SEROCO GAME.

Played on the checker board side.

Pieces used same as in the Seroco Game No. 2, except that the Seroco (black ring) is omitted.

To play this game the board should be placed on the revolving stand, otherwise players will be obliged to change their position in order to make the different shots.

Only one shooter is used, and after first shot is made the player must shoot from where the shooter stops.

Should the shooter go into pocket the next player may shoot from any point on outer base line, each player pocketing all the rings possible, regardless of color.

Each ring pocketed counts 5. Highest score wins the game.

### No. 5. THE SEROCO GAME.

Played on the checker board side.

Same pieces used and same general rules apply as in the Seroco Game No. 2, except that no direct shots are allowed, all shots (except first) being made against the cushion or bank before the shooter strikes a ring or shot does not count.

The variation in this game makes it more interesting for expert players.

Count same as in the Seroco Game No. 2, the game being 50 points.



**No. 6. THE SEROCO GAME.**

Played on the checker board side.

This game is a pleasing variation of the No. 2 Seroco Game. It may be played by any number of players.

Same pieces and same general rules apply as in the Seroco Game No. 4. One shooter being used and each player pocketing all the rings possible, regardless of color, the one pocketing the most rings in any one round wins the game.

**No. 7. CAPTURE THE PIG.**

This is a very interesting game. It requires lots of skill. Two persons play this game, and it is played as follows: The black ring represents the pig. Place four checkers on king row of checker board with the black ring to represent the pig on the king row of the opposite side of checker board.

The object of the player of the four men should be to crowd to the opposite side of the board the single man, cornering him so he cannot be moved, this constituting the game for this side.

The player of the single man should endeavor to get in the rear of the four men. Should he succeed in doing this he would win, as the four men must not be moved backwards. The pig can move any way, forward or backward. There is no jumping.

**No. 8. DEVOTA.**

Played on the checker board side.

This game can be played by two or four persons, partners sitting opposite, and the same general rules govern as in the Seroco Game No. 2, except that a player shooting pockets rings of both colors, continuing to play until he misses a shot; he must then leave his shooter on the board just

where it stops, and should his opponent pocket same, he demands three of the rings which have been pocketed and in turn must leave his shooter on the board to be shot at.

This continues until all the rings are pocketed, when the player or side having the most points wins, each ring counting 5 points, excepting the black ring which counts 20, as in the Seroco Game No. 2.

Each player should keep his rings separate, either in one special pocket, or removing them from the board.

**No. 9. SEVOTA.**

Played on the checker board side.

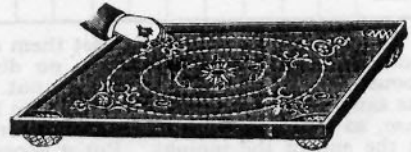
Two or four can play this fascinating game, which is intended to develop bank shots.

To begin the game 5 rings of a color should be placed on opposite sides of the board from player shooting, one on each spot on the base line between the two corner dots. Then each player in proper turn proceeds to pocket his color in any one of the pockets, partners pocketing same color and sitting opposite each other.

The player or side accomplishing this first counts three points for each ring left on the board of opposing color; 50 points constitute a game.

**No. 10. CROKINOLE.**

Played on the Crokinole side of the board.



This game is very interesting and requires lots of skill to make the various shots.

It is usually played by two or four persons. When four play, each take six rings, partners sitting opposite each other holding rings of the same color; when two play, each hold 12 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 playing surface for this game is inside the circles, as shown in the illustration. The ditch is the portion of the board between the outer circle 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 illustration. 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, endeavoring to shoot it into the hole in the center.

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

Thus each plays in turn until 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. He may place his ring half way across the line.
2. Each player must keep his rings and hands off the board except when playing.
3. Neither the board nor the seat of any player can be moved while the round is in progress.
4. When shooting if the ring is moved at all, it shall be considered a shot. A ring can be played but once during the round.
5. A player may place his ring against any other ring near the edge of the board within his bounds and thus shoot the two, and when ring of his own color lies so near the edge as not to allow the ring to be outside, he may place it inside and shoot as his own.
6. 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.
7. A ring having been shot into center pocket, must be wholly within the recess and lie flat in order to secure a count of 20, after which, in order to recount, it must be wholly out of recess.

**COUNT.**

A ring lodging in the hole or recess counts 20 for side playing that color, and must be recorded at once, unless such record completes the game, when it can only be counted where it lies at the end of the round.

At the end of the round, each ring remaining within the inner circle counts 15; and

within the middle circle counts 10, and the outer circle counts 5.

A ring resting on the line of any circle is counted as being outside that circle. Rings of opposite color resting in same space cancel each other, ring for ring, and may be removed from the field before counting.

Each side being counted in this manner, the difference is scored to the one having the largest count. The game is 100.

#### No. 11. SCIENTIFICO.

Played on the Crokinole side of board.

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

To begin the game one ring is placed over each post on the Crokinole side of board, alternating colors. Each player shoots in turn, trying to shoot his opponent's rings off the posts.

The object of the game is to shoot all of your opponent's rings off the posts, and at the same time shoot them in the ditch in order not to have them count at the end of the round.

#### RULES.

1. 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.

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

3. If a player shoots one of his rings off a post it remains where it stops. 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.

4. If a player's shooter gets into the hole in the center of the 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; all rings inside of the inner circle count 10; all rings in middle count 5, and rings elsewhere on the field count nothing. The game is 100.

#### No. 12. 20th CENTURY CROKINOLE.

Played on the Crokinole side of board.

This game is a new and interesting departure from the regular Crokinole game. Two or four persons may play, partners sitting opposite. The field is the space between the circles, and the ditch the space between the circles and rim of board.

12 red and 12 white rings, well mixed up, are placed in the center before the game begins.

The green ring is used for a shooter. The object of the game is to ditch all of your opponent's men before he ditches yours.

#### RULES.

1. The first player takes a green ring and shoots from the outer line of the field.

2. Players must keep their hands and shooter off the board except when playing. If a ring (red or white) 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 his opponent's ring it remains on the board where it stopped.

3. If four are playing each one is confined to his quarter of the board, but if two are playing each has two sides of the board to shoot from.

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

5. If a ring of either color goes into the hole in the center of the board 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.

6. In case the shooter goes into a pocket or off the board the player loses his turn and pays a forfeit of one of his opponent's men, replacing it to the center of the board.

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 in the field 5 each. The game is 75.

#### No. 13. POCKET CROKINOLE.

Played on the Crokinole side of board.

This game is for two or four persons, partners sitting opposite. Same pieces used and governed by the same general rules as Crokinole, except in the following respects:

Each opponent's ring pocketed counts 5 for the side pocketing same, and should be recorded at once. If the shooter goes into pocket or off the board the player loses his turn and loses 5 points which should be deducted from his count at the end of the round.

No shots are allowed at the rings in the ditch. Must shoot at the rings in the field same as in regular Crokinole game. Fifty points constitute a game.

#### No. 14. SHAM BATTLE.

Played on the Crokinole side of board.

This exciting game is a new and interesting variation from the regular Crokinole game. The same pieces used and governed by the same general rules as Crokinole, except in the following respects:

A game is made of three battles of one minute each. It is best to have an umpire or timekeeper, but if this is 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; in this game players do not shoot alternately, but whenever they please during the minute.

A player should endeavor to shoot all of his rings before the minute is up, playing with the object of striking opposing rings off the board, and leaving his own men as near the center as possible.

If a player runs out of ammunition before the battle is over he must stop; when the minute is up the 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 wins the battle.

The player winning two out of three battles wins the game, it being understood that the winner of each battle is the one who has the largest count at the end of each minute's encounter.

It will be found well, as a rule, to reserve from three to six pieces until the minute is half over, the last shots being important.

#### No. 15. CRICKET.

Played on the checker board side.

This game is for two. Players sit opposite each other. Each take 12 rings, white and red.

To begin the game set up ten pins in the middle of the base line on each side of the board. They must be set close together in a triangle, about 1 inch apart.



The object of the game is to defend your Cricket, and this is done by placing a man anywhere on your base line and when the first player shoots at your cricket he shoots at player's man, endeavoring to strike it before it strikes your cricket.

#### RULES.

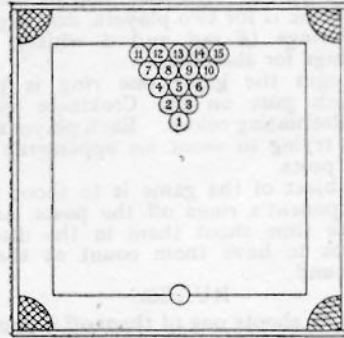
1. The first player shoots from the outer base line, and plays in turn.
2. His opponent then counts three; at the word three, the first player shoots at his opponent's cricket, endeavoring to get it down.
3. The second player meanwhile endeavors to defend his cricket. This is done when the first player shoots at his cricket, he shooting at the first player's man while in transit, with the object of striking it before it strikes your cricket.
4. If the cricket is not knocked down by his opponent, then he at once shoots a man at the pocket on the left hand side of his adversary. If it goes in he makes a run and scores 5.
5. His opponents can prevent it going in by shooting at it while "in transit." A cricket is not down unless all three pins are knocked down. Succeeding, he scores 5 points.
6. A game consists of two rounds. When all the men on each side have been played one round is ended. Player having the largest score at the end of the game wins.

#### No. 16. ROTATION POOL.

Played on the checker board side.

This game can be played by any number of players. It is played with the cues and 15 rings, each ring having a numbered disc from 1 to 15, and one green ring for a shooter, called the cue ball.

To begin the game take the 15 rings and group them in the form of 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 shoots from the base line on the opposite side of the board as shown in the diagram, and with the cue shoots so as to hit ring No. 1. This shot is the break. If he pockets any ring on 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 ball 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 places the cue ball anywhere on the base line on the opposite side of board, 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, carrom, or blank 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 hit by the cue ring before the one with the smallest number is hit the 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 a player to shoot the smallest numbered ring against one with the 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 should be respotted.

Respotted rings shall be placed on the straight lines and as near half way between the pockets as possible, on the side of the board on which the 15 rings were spotted at the beginning of the game.

5. If the cue ball 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 ball 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.

#### No. 17. A SCRATCH GAME POOL.

This is a much more interesting game than the regular Rotation Pool. It is governed by the same general rules as Rotation Pool, except in the following respects:

If the player fails to hit the object ring (which is always the ring with the smallest number) with the cue ball, it shall count three against him. Each scratch must be tallied by the player making it as soon as possible.

After all the rings are pocketed each player counts and deducts three each for all the scratches he has made, the net balance after deducting for scratches being the score.

The player with the largest score wins the game.

**No. 18. STRAIGHT POOL.**

Played on the checker board side.

Two or four persons can play this game. And is governed by the same general rules as Rotation Pool, except in the following respects:

To begin the game take 15 rings (any color), group them in a triangle on the board, as shown in the diagram in Rotation Pool, and one green ring for shooter, called cue ball.

The first player places the cue ball on the base line on the opposite side of the board, and with the cue shoots at the 15 rings. This shot is the break. If any rings go into pockets on the break he may continue to shoot as long as he can pocket a ring. The object of the game is to pocket 8 rings and the side first succeeding in doing this wins the game.

**No. 19. PYRAMID POOL.**

Played on the checker board side.

This is a game of skill for two, and is played as follows: Place seven white and seven red rings with one black ring in the center in the shape of a pyramid, resting on the base line with the point toward the center of the board, as shown in Rotation Pool. Take a green ring for shooter, called the cue ball, and shoot from the base line on opposite side of the boards.

**RULES.**

1. The first player shoots with the green from the base line at the 15 rings with the object of putting as many as possible into a pocket. He may continue to shoot as long as he can pocket a ring. After the first shot he must shoot from where the green ring happens to rest. In case he fails

to pocket a ring or sends the shooter into a pocket or off the board he loses his turn.

2. The next player must shoot with the green ring from where it lies unless it went into a pocket or off the board, when he may place it anywhere he likes and shoot from there, the same as first player.

3. Should a white, red or black ring be forced off the board it must be replaced in the center and the player loses his turn.

4. Should the shooter follow one of the rings into the pocket the player must replace that ring on the center of the board. Should they go in different pockets he may replace the ring with any ring he chooses as a forfeit.

5. Rings pocketed should be removed before the next player plays. They count as follows: The black ring 5, red 2, white 1. The player pocketing most rings of highest count wins the game. As there are but 26 counts, the first player to get 14 is the winner.

**No. 20. PERFECTO.**

Played on the checker board side.

This game is played by four persons only. The pieces used are 4 red, 4 white and 1 black ring. Use the green rings for shooters.

Place the rings, viz., black ring in center of checker board, white rings at each corner and red midway between white rings on side of checker board.

The object of the game is to endeavor to pocket the rings which count the most in your pocket in order to have the largest count at the end of the round. The pocket for each player is the pocket at his left hand.

**RULES.**

1. All shots must be made against the cushion before shooter strikes a ring.

2. Shots may be made from any part of the base line and shooter is removed from the board after each shot.

3. If a shooter goes into pocket the player must forfeit one ring by placing one from his pocket, whether red or white, as near center of board as possible.

4. A player continues to shoot as many times as he succeeds in putting a ring in his own pocket.

5. A ring forced into opponent's pocket remains there.

6. When all rings have been pocketed each player counts rings in his own pocket, viz.: black 20, white 10, red 5.

The game is 50 points.

**No. 21. TEN PINS.**

Played on the checker board side.

Any number of persons can play. The implements are ten wooden pins and three rings which are used as balls.

It is not necessary to cover the pockets as they make a convenient place to receive the fallen pins. Set up the cardboard in the center of the board, and place ten pins on the ten small spots in front of it.

As the count is peculiar, we recommend that you rule off a slate or cardboard, in ten squares for each player; these are called the frames.

If ring strikes rim of board before the pin, it is lost and does not count.

If ring rebounds back all pins knocked down shall count. Pins knocked down by pins shall count as pins down. Each player takes three shots.

**Explanation of Terms.**

Pins knocked down but remaining on the alleys are termed "dead wood" and must

be removed from the alleys before the next ring is shot.

Three rings are allowed for each frame, except when a strike is made as designated below, or when a spare is made, in the last frame which must be completed before leaving the alley, and on the same alley as made.

A strike is credited when a player knocks over all the ten pins with the first shot, which is designated by a cross (X) in the upper right hand corner of his frame, and the player is credited with whatever pins are made in the next two successive shots.

A spare is credited whenever a player clears the alley with the first and second shots. It is shown by a line in the upper right hand corner of the frame in which it is made, and the total score in that frame is left open until the player shall have snapped one ring in his next turn, when the number of pins knocked down by such shot are immediately added to the ten credited by the spare. In the last frame the player finishes before leaving the alley, as heretofore provided.

A break is charged to a player at all times when neither a strike or spare is made. Then the player is allowed only the total number of pins down.

If the score at the end of the tenth frame be a tie, play shall continue upon the same alley until a majority of points upon an equal number of frames shall be attained, which concludes the game.



**No. 22. NINE PINS.**

Set up the pins as in the game of ten pins. Each player is allowed three shots.

The object of the game is to knock down exactly nine pins, no more, no less, with either two or three shots.

If more or less than nine are knocked down the frame counts nothing. Rule off a slate or blackboard the same as in ten pins.

The player having the largest number of nines in the ten frames wins the game. All pins knocked down must be removed between the shots.

**No. 23. COCKED HAT.**

Set up one pin on each corner point of the triangle of spots, three pins in all.

The rules are same as for ten pins, except that a strike counts three and each pin knocked down counts one.

**No. 24. EXPERT PIN GAME.**

This is a very interesting game for experts but rather difficult for beginners on account of its many ways of making carrom shots.

Two or four persons may play. To begin the game place five pins, viz.: one on each corner of the checker board and one in the center of same.

**RULES.**

1. Each player takes five rings and plays in turn. The first player takes a ring and shoots from any point on outside base line and one shot at a time.
2. All shots must be carrom shots.
3. Playing direct at the pins is not allowed; if a player does so he loses his turn.
4. The center pin counts 5 and the outside pins 3 each. The game is 50.

**No. 25. CHESS.**

Played on the checker board side.



Chess is one of the most ancient games of skill. Various theories are advanced as to its origin. While this game is played on our checker board, we do not furnish the rules or the Chessmen. They can be had at any bookstore.

**No. 26. POLISH DRAUGHTS.**

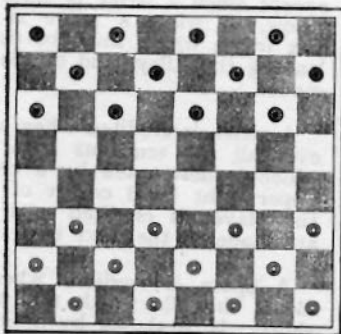
Played on the checker board side.

The original game of Polish Draughts was played on a board of one hundred squares with forty men; but now can be played on an ordinary checker board and men are commonly used, differing in two particulars only, viz.: the men move forward only, but have the additional power of taking backward, and kings can go any distance at one move, provided road is unobstructed, and can capture any piece which is on the diagonal not protected by another piece immediately behind it.

Kings can also go on for any number of squares beyond the captured piece, and then turn a corner to capture another piece.

**No. 27. CHECKERS.**

Played on the checker board side.



This is a very old and familiar game. We therefore do not furnish any rules for it.

The game is more easily learned from those who know how to play than to be studied out from rules.

**No. 28. ARE YOU A BUFFALO?**

Played on the checker board side.

Simple but very amusing for two players. Each player takes 12 men, the first puts down a man on any square, red or white, each player's object being to get five men in a row on adjoining squares and to prevent his opponent doing so, either in a straight or in a diagonal line.

The player who first completes a row of five says: "You are a buffalo," and wins the game. If none shall have obtained a row of five when the counters have all been placed on the board, then each player in turn is to move one of his men to an adjacent vacant square, until one of the players wins.

**No. 29. THE LOSING GAME.**

Played on the checker board side.

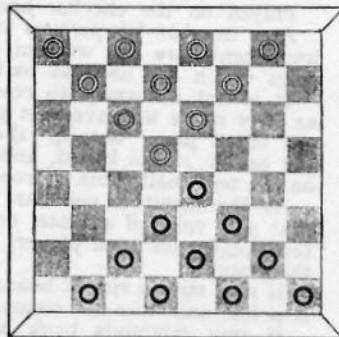
This game is a variation of checkers. While it cannot be called a scientific game, yet it is very amusing. It is exactly the reverse of checkers.

The object of the game being to give away all your men before your adversary can give away his; or to block yourself so that you cannot move. Open your game freely, especially the back squares.

Compel your adversary to make as many kings as possible. The player who gets rid of his men first wins the game.

**No. 30. PYRAMID CHECKERS.**

Played on the checker board side.



This game is for two players. Each player taking ten men of opposite color and placing the men as shown in the diagram above.

The object of the game is to get your men where your opponent's men were at the beginning of the game to form a pyramid, moving forward only.



**No. 31. KROKEEN.**

Played on the checker board side.

Any number of persons can play this game. The pockets are numbered 1, 2, 3 and 4.

To begin the game place 15 rings in the center of the checker board and use green ring for shooter.

The object of the game is to make exactly 56 points; if a player on his last shot pockets a ring it must count exactly 56. If it counts over that number he loses all his points and starts in new.

**RULES.**

1. The first player shoots with the green ring from the base line, endeavoring to force the rings into the pockets, and a count is made by the number of the pocket.

2. If two rings go into the same pocket count for both of them. The player continues to play until he misses getting a man into the pocket.

3. The next player shoots with the same shooter, and shoots from where it lies, endeavoring to force the rings into the pockets, counting the number of pockets each time.

4. If the shooter goes into the pocket or off the board the turn ceases and any men pocketed by that shot are placed back near the center of the board.

5. The next player takes the green ring and shoots from the base line.

6. Fifty-six counts complete the game. The last player must make a count of exactly 56 or no count is made. The one succeeding in this wins the game.

**No. 32. CURLING.**

Played on the checker board side.

Any number may play.

Place a ten pin in the center of checker board, then each player in turn shoots across the board to make a bank shot so as to hit the pin and knock it over.

The player accomplishing this scores 5 points, replaces the pin and has another shot, continuing until he misses.

50 points constitute the game.

**No. 33. FORTUNE TELLING.**

The one who wants his fortune told is blindfolded, and given four rings, to be placed on bumpers. If the rings go in a red bumper mark down two dots (.), and if on a green bumper, mark one dot (·).



When all four rings have been played, compare dots with fortune table below:

\*\*\* Your first marriage you will have great luck and prosperity.

\*\*\* Beware of friends who are false and deceitful.

\*\*\* You will have a virtuous woman or man for your wife or husband.

\*\*\* A great fortune is ordained for you; wait patiently.

\*\*\* Remain among your friends and you will do well.

\*\*\* If your desires are not extravagant they will be granted.

\*\*\* Whatever may possess your inclinations this day, abandon them.

\*\*\* After much misfortune you will be comfortable and happy.

\*\*\* You will get an honest, young and handsome partner.

\*\*\* You will be married to your equal in a short time.

\*\*\* Your home will be small but happy.

\*\*\* Your hope is in vain—fortune shuns you at present.

\*\*\* You will dwell abroad in comfort and happiness.

\*\*\* Be joyful, for future prosperity is ordained for you.

\*\*\* You will not prosper from home.

\*\*\* You should be very careful this day lest any accident befall you.

**No. 34. SHUFFLE BOARD.**

Played on the checker board side.

Each player takes three rings and shoots from corner diagonally across to pocket, endeavoring to leave ring as near edge as possible.

In this game it is different from the regular game of shuffle board. Players must not shoot at opponent's rings, but have the privilege of shooting at their own rings so as to drive them closer to the pocket.

Should opponent's rings be moved they should be placed to former position.

Rings nearest to pockets count 3, next nearest 2, and the next 1.

Should any rings project over edge of pocket it doubles their value.

21 points constitute a game.

**No. 35. CANOO.**

Played on the Crokinole side of board.

This is a very interesting game at which two or four may play. When two play each take 12 rings, when four play, each take 6 rings, and play as partners.

The object of the game is for each player to bank his rings so they will remain inside the inner circle inside the posts. This can be done by shooting against any side of the board.

**RULES.**

1. Each player has two shots in turn, letting his ring remain where it stops.

2. Opponent's rings should be driven out of circle if possible, but this must be accomplished with a cushion or bank shot.

3. If knocked out by a direct shot it must be replaced in original position.

4. Each ring remaining inside inner circle counts 5 points. Each time ring goes

into the center hole (or 20-point count in Crokinole), it counts 10 points.

5. The total count for player or side is the amount of their score less that of their opponent's. Sixty points constitute a game.

#### No. 36. PASSING THE CRICKET.

Any number of persons can play.

To begin the game place five ten pins on dots on inner base line. Players sit on opposite side of board. Player takes five rings and starts to roll same across the board, trying to pass through the pins to opposite side. The rings are rolled by placing them on edge and putting the index finger on top and giving them a gentle shove. Rings must be rolled from outer base line. The player who succeeds in getting the greatest number of rings past the pins without knocking them over wins the game.

#### No. 37. NOVITY.

Played on the checker board side.

This interesting game can be played by any number of persons, one player acting as general.

#### RULES.

1. Line the rings up in battle form, 24 in number according to the idea of the general. The general plays first, shooting at a ring of either color and endeavoring to knock it into the pocket.

2. If a shooter goes into a pocket you must replace a man as forfeit, and all the rings going into the pockets at the same shot. Play continues until you fail to pocket a ring.

The round is completed when the 24 rings are pocketed. The one pocketing the largest number of rings in one round wins the game and acts as general in the next round.

Use green rings for shooters.

#### No. 38. CHASING THE ROBIN.

The players sit at the side of the board. The robin (ten pin) is set on the opposite side on the first spot to the left of outer base line. The player then shoots his disc against the side on the left so that on its rebound it will knock the robin off the spot. Succeeding, the robin is placed on the second spot to the right, and so on until the player has discharged ten rings. The one chasing the robin farthest in ten shots wins the game.

#### No. 39. TUMBLE.

Played on the checker board side.

This game is for two only. To begin the game, take six rings and place them in a column in center of the board. The first player shoots at the column endeavoring to force the rings into the pockets. Each ring pocketed counts 5 points. If the first player knocks a ring out of the column, but does not succeed in pocketing it, it is the second player's turn and he can shoot at any of the rings. Always shoot from outer base line. When one column is used up, start another one until the game is out. The one getting 40 points first wins the game.

#### No. 40. THREE-RING GAME.

Played on the checker board side.

Two or four can play. To begin the game place three rings on four sides of the board on center of each base line. Bank for the first shot, the one stopping nearest the cushion shooting first.

The one playing first snaps his shooter at the row across the board from the base line on his side, seeking to either force a ring into the pocket or to make a carrom

from one ring to another. In case he hits two rings, he counts 1, and if he hits three rings he counts 2.

If he sends a ring into the pocket he makes a count of 1 and continues to play until he misses. His opponent follows, placing his ring as the other and makes a count of carroms or of pockets.

After the first shot on each side the next shot must be made from where shooter stops.

If any shooter goes into pocket or off the board he makes no count for that shot, but loses his turn, and when playing again may start from any base line.

If the player forces his opponent's shooter into pocket, count the same as any other ring, but the opponent takes it out and has the privilege of placing it anywhere outside the base of checker board when his turn comes to play.

The game is 21 points.

#### No. 41. KING PIN.

Any number can play. Take three rings and 1 pin, place 2 rings on end dots of inner base line and the pin in center, place third ring on middle dot of outer base line back of the pin. First player shoots from outer base line on opposite side, endeavoring to strike ring and at the same time knock pin over with shooter, the following shots being made from where shooter stops. Each strike when pin is knocked over counts 2 and if a ring is hit in place of pin it counts 1. If carrom is made on ring and pin it counts 3. Always put pin on same spot.

The game is 31 even.

#### No. 42. LASSO.

Played on the checker board side.

This game is for two or four persons, partners sitting opposite.

To begin the game place 5 rings, viz.: one on each corner of the checker board, and one in the center of same.

The object of the game is to endeavor to make a bank shot so as to force the rings into pocket at his left, which is his special pocket, and which alone counts for him.

#### RULES.

1. All shots must be bank shots, and shot from the base line from your side of board.

2. Each player when his turn ceases, takes his shooter off the board. A successful shot entitles player to another play.

3. Should rings be moved or pocketed by a direct shot it should be replaced back on one of the vacant spots and player loses his turn.

4. A ring once pocketed should remain in pocket until next round.

5. Each ring pocketed counts 10 points to player making same.

50 points constitute a game.

#### No. 43. CHASING THE THIEF.

Played on the checker board side.

This exciting game is for two players only. It is played with 5 ten pins, one pin representing a thief, the four others representing the police.

The pins are placed in rings, viz.: The police in red ring and the thief in black ring, in order to prevent the police or thief from falling during the chase.

To begin the game place the policemen on the king row of checker board and the thief on the king row on the opposite side of the checker board.

The object of the player of the police should be to crowd to the opposite side of the board the thief, cornering him so that he cannot be moved, this constituting the game for this side.

The player of the single man (thief) should endeavor to get in the rear of the policemen; should he succeed in doing this he would win and be let loose, as the policemen must not be moved backward. The thief can move any way, forward or backward. There is no jumping.

#### No. 44. THREE TUMBLERS.

This is a two-sided game.

Each player or side places a column of three rings of his color on each of the three round dots in front of pocket to his left. He then in turn endeavors to pocket rings from any of the columns, shooting from the center of the board with bank shots, continuing play as long as successful.

Play is continued in turn until one player has pocketed all his rings; he then scores 5 points for each ring his opponents have left on the board.

59 points constitute a game.

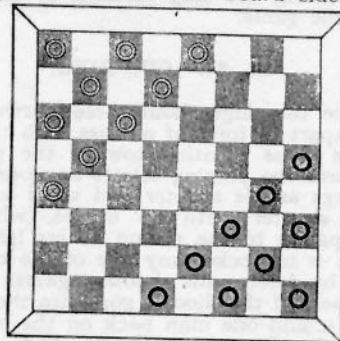
#### No. 45. FOX HUNTING.

Played on the checker board side.

This is a variation of passing the pickets. To begin the game set up 10 men in a double row, the first row being set about an inch in front of the row in the base line. A ring must pass both rows to be counted.

Each player takes 7 rings and the one getting the most through without knocking over the pins wins the game.

#### No. 46. DIAGONAL CHECKERS. Played on the checker board side.



This game requires very skillful playing to get many kings and is played by two persons, who must sit square with the board. Place nine men as shown in diagram about a single dark square to your right.

The same general rules govern this game as the regular game of checkers, with the exception that the men are crowned kings only when they reach the corner on the opposite side of the board.

The three men in the upper squares are common men that can never be promoted to the position of king, but they may be used skillfully in the game.

#### No. 47. JUMBO.

Played on the Crokinole side of the board.

A game of skill for two. Each player is provided with 10 rings each, white or red; and one green ring for shooter.

To begin the game set up four rings just inside each post. The player selected to play first places his ring on the outer circle

on his side of the board and shoots with a snap shot with his finger to drive one or more rings into the ditch; if successful he may shoot again from where his shooter lies until he fails or sends his shooter in the ditch or in the central recess.

The next player shoots from the outer circle on his side of the board and plays in like manner.

#### RULES.

1. Any shot which perceptibly moves the shooter is a shot.

2. If a player sends his shooter into the ditch or into the central recess he loses his turn, and any rings ditched at that shot belong to his opponents.

3. If a player can drive his opponent's shooter into the ditch or central recess without going into one or the other himself, he takes all the rings remaining on the board.

4. Each time the board is swept clear the players set up four more rings from their stock. If one player has less than four, his opponent only has to set up the same number to commence as before.

5. The first shot of a new round belongs to the player who made the sweep.

6. The player who gets all the rings wins the game.

#### No. 48. FINDING THE BUMBLE BEE.

Played on the checker board side.

Each player takes five rings and one shooter and places the rings on spots on two outer base lines. Then proceed, moving from spot to spot. The shooter is the bumble bee. When you jump the bumble bee the game is lost. You jump the rings the same as in checkers.

#### No. 49. BROWNIES.

Set up four Brownies (ten pins), one in front of each pocket. Play the game same as Seroco Game No. 2, only the rings must be pocketed without knocking over the Brownies.

#### No. 50. FOUR BACK.

Set four pins on four spots. Number them 1, 2, 3, and 4. Then shoot across the board at them. Each player has three shots, and the one making the largest counts wins. If two pins are knocked off at one shot the player gets nothing.

#### No. 51. SOLITAIRE.

Place a man on each of the six circles on the opposite side of the board, then shoot them into the pockets, shooting from the circles on your side. If the player succeeds in fifteen shots he may be considered to have won the game.

#### No. 52. SOLITAIRE No. 2.

Place a ring on each of the eighteen circles not on your own side of the board. Then win the game by shooting them into the pockets in forty shots, shooting from the circles on your side in any direction and into any of the pockets. If the shooter goes into the pocket, forfeit same as in Seroco game No. 1.

#### No. 53. CHASING THE RING.

The players sit at the corners of the board. The ring is set in the opposite corner on the first spot to the left of the pocket. The player then shoots a disc against the opposite rim on the right side, so that on its rebound it will knock the ring off the spot. Succeeding, the ring is placed on



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