

DECOY

Reg. U. S. Pat. Off.

INSTRUCTIONS

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LOYD U. HAYS

TO THE SALES CLERK

Know your Merchandise and Increase Your Sales

THESE ARE THE MAIN FEATURES OF
"DECOY"

1. Two, three or four players — equally good for solitaire.
2. An entirely new method of play — purely, a game of chance.
3. In Decoy — players have blinds — ducks — decoys and dice.
4. Players on throwing dice must place pawns on lake.
5. Players on throwing dice must shoot and retrieve their pawns.
6. The novel scoring feature keeps all players at high pitch.

SELCHOW & RIGHTER COMPANY

Makers of Parcheesi

New York

N. Y.

Manufactured by

SELCHOW & RIGHTER COMPANY

New York,

N. Y.

Made in U. S. A.

DECOY INSTRUCTION

Decoys are usually artificial ducks of wood, realistically painted and placed on a lake or marsh to attract live spot, so that the duck hunters may get them.

OBJECT OF THE GAME

First object of the game is to "close" placing entire eight ducks on the Lake surrounded by numbers and letters.

* Second—To place two Decoys in Decoy Squares.

FINAL OBJECT—To refill blind with ducks and so end game.

THE SET-UP

Each player selects a color and places eight ducks in the "Blind" (double row of eight squares) and then places two Decoys (the red and blue) in the Decoy squares. The players then roll the numbered die and high score takes the blind.

PLACING THE DUCKS

The first player now proceeds to place ducks on the Lake by rolling the die and being placed on the number of the spotted die and in the row designated by the lettered die, i. e. 5 F would place a duck in block 5, row F. Players have two rolls of the dice on each "turn". Where a position is thrown that is occupied by one of the player's own ducks, the player loses that throw. Should he throw a position occupied by an opponent, however, he sends that duck back to it's blind and occupies the position with his own duck. If the position be occupied by a Decoy, however, the Decoy remains and the shot is lost. This procedure of placing ducks on the Lake is continued by each player in turn, until all the ducks have been removed from his blind (including those sent back by his opponents). His blind then becomes "closed" and opponents may not now send his ducks back. Where positions occupied by ducks of a "closed blind" are thrown, the throw is lost. After blind is closed, Decoys are then similarly placed on the Lake.

Inasmuch as player receives two throws of dice on each turn when placing ducks on lake, should there be only one duck in the blind when player gets his turn, he places the last remaining duck on the first throw of dice and one decoy on the remaining throw of the dice.

The last duck in a blind and one Decoy may be placed on the same "turn" — where only one Decoy remains and is placed on the first throw of the dice, the second throw is forfeited.

SHOOTING THE DUCKS

When a player has closed his blind and placed his Decoys, he then, on his next "turn", begins to retrieve (bring back) by using the dice in the same manner as before, except that he is now "shooting" instead of "placing" the ducks and is now entitled to only one throw of the dice on each turn. Ducks and Decoys are retrieved to score for him where his "shots" hit numbers so occupied. Blank positions, of course, mean a lost throw, and a "shot" of this kind is called a "dud". In "shooting", the player retrieves any duck or Decoy which he may find in the position indicated by the dice, whether they be his own or his opponents. Retrieved ducks are brought back to the "blind" and two Decoys to the Decoy Squares — any additional Decoys retrieved are removed from the board. Decoys are never placed in "Blind".

FINAL OBJECT OF THE GAME

The final object of the game is to obtain the highest "shooting" score. Just as soon as one player has refilled his "blind" with eight ducks (Decoys not included) the game ends and scores are determined as follows:

SCORING

Player's own ducks in blind Score 100 points each
Opponents' ducks in blind " 50 points each
One Decoy in Decoy Squares " 500 points.
Two Decoys in Decoy Squares " 1000 points.

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DECOY INSTRUCTIONS

Decoys are usually artificial ducks, carved out of wood, realistically painted and placed by hunters on a lake or marsh to attract live ducks to the spot, so that the duck hunters may take aim at them.

OBJECT OF THE GAME

First object of the game is to "close blind" by placing entire eight ducks on the Lake. (Section surrounded by numbers and letters.)

* Second—To place two Decoys on Lake.

FINAL OBJECT—To refill blind with eight ducks and so end game.

THE SET-UP

Each player selects a color and places his eight ducks in the "Blind" (double row of holes.) He then places two Decoys (the red ducks) in the Decoy squares. The players then throw the numbered die and high score takes first "turn".

PLACING THE DUCKS

The first player now proceeds to place his ducks on the Lake by rolling the two dice, a duck being placed on the number of the spotted die and in the row designated by the lettered die, i.e. 5 F would place a duck in block 5, row F. Players have two rolls of the dice on each "turn". Where a position is thrown that is occupied by one of the player's own ducks, the player loses that throw. Should he throw a position occupied by an opponent, however, he sends that duck back to it's blind and occupies the position with his own duck. If the position be occupied by a Decoy, however, the Decoy remains and the shot is lost. This procedure of placing ducks on the Lake is continued by each player in turn, until all the ducks have been removed from his blind (including those sent back by his opponents). His blind then becomes "closed" and opponents may not now send his ducks back. Where positions occupied by ducks of a "closed blind" are thrown, the throw is lost. After blind is closed, Decoys are then similarly placed on the Lake.

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