

THE FIRST FIVE GAMES ARE PLAYED ON THE  
"PUSS IN THE CORNER" SIDE OF THE BOARD.

## GAME OF CANTON.

TWO, THREE, OR FOUR PLAYERS.

IMPLEMENTS are sixteen men divided into four sets colored green, yellow, black, and red, and an indicator (the outer blue circle of the corner indicator).

THE OBJECT of the game is to see which player can first get one of his men from a starting space to the Home in the middle.

TO BEGIN. Each player takes four men of one color for his own. The players spin the indicator in turn, and each time 5 is spun that player enters one man on the nearest green and red circle space at his right hand. If "double 6" is spun, two men may be entered.

THE ROUTE over which a player travels is from the red and green circle space, around the board on the blue and white road, until he comes to his own color circle space at the bottom of his red road, leading to the central Home. The players cross from one blue and white road to another by way of the bottom circle spaces.

RULE. The first player to reach the black star squares, or the arrowed squares near the indicator, has the right of way for an extra turn.

TO WIN. The first player to cross the finish line between the flags, wins the game.

## GAME OF AMERICAN CORNERS.

TWO PLAYERS.

IMPLEMENTS are nine men of one color and nine of another color.

THE OBJECT of the game is to see which player can cover his opponent's nine corner squares with his own men. The game is played on all the squares outside of the circular steeplechase path.

TO SET UP THE BOARD. Each player places his nine men on the nine corner circle squares nearest to him.

THE PLAY. Draw lots for first play. The first player may then move one of his men one space forward, up either side of the board, or may jump any of his second row over the front row into any open space that is in line, side-wise or cornerwise.

Part of a  
Combination  
Board Set

MB?

Ball-  
compare  
with MB  
Combination  
Board  
probably is  
same