

RULES

for Games on the Novelty Combination Game Board

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REVOLVING POCKET
CROKINOLE

PINOLA
CROKINOLE

TEN PINS

FOUR PINS

THREE PINS

AMERICAN NINE PINS

FIVE PINS AND FRONT PIN

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CHECKERS

GAME OF CHESS

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DIAGONAL CHECKERS

THREE PIN SPINNING GAME

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HALF MINUTE SPINNING
BATTLE

LONG END SPINNING
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TOPETTE

TIPETTE

SPINNING BATTLE

THREE MINUTE BATTLE

DIAGONAL PINS

COLUMN CHECKERS

Manufactured by

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CANADA

GV 1312
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The Novelty Combination Game Board

POCKET CROKINOLE

This game is played on the checker board side of the board by two, three or four persons. When four play, the two sitting opposite should play as partners.

Twelve green and twelve red discs are placed in the centre of the board, after being well mixed, placing the black disc on the circle in the centre of the board. Each player takes a white disc or shooter. The first player then endeavours to shoot the white disc into the group of red and green discs so that he will knock as many as possible of the discs of the colour which he has chosen into the pockets, and after each shot takes the white disc back to the base line and continues to shoot until he misses. The white disc should never be placed for shooting any nearer the centre of the board than the base line.

If the white disc goes into the pocket alone or with the disc shot at, a disc which is already in the pocket of the colour which the player has chosen, shall be placed back in the centre of the board as a forfeit.

As soon as one side has cleared the board of all the discs of the colour chosen at the first of the game, the inning is over. The counting is done as follows: Each disc left on the board after one side has pocketed all its discs, counts one for that side. The side that pockets the black disc counts five.

RULES

1. Two, three or four may play the game. When four play the two sitting opposite should play as partners.

2. The discs (12 green and 12 red and 1 black) should be well mixed and placed in the centre of the board with the black disc over the centre circle. Shots must be made from the outside or ditch side of the base line.

3. The object of the game is for each side to pocket the discs by means of the white shooter.

4. When the white disc is pocketed, the player, as forfeit, puts back in the centre of the board one of his own discs as well as the discs pocketed with that shot.

5. If a player pockets one of his opponents discs he loses his turn, unless he, at the same time, pockets one of his own. The opponents' discs are not to be taken out of the pocket.

6. When a disc goes over the base line or in the ditch it must be replaced as near the centre of the board as possible.

7. Counting is done as follows: Each disc left on the board after one side has pocketed all its discs, counts one point for that side. The black disc counts five points for the side pocketing same.

8. A game shall consist of forty points unless otherwise agreed upon.

REVOLVING POCKET CROKINOLE

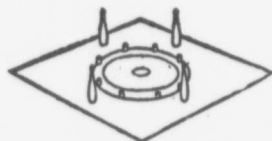
Follow the rules as in the game of pocket crokinole with the following variations:

1. The base line on the board is disregarded in this game and the full board is used.
2. Only one shooter or white disc is used. The first player shoots until he fails to pocket a disc of the colour chosen. After each shot the player shoots the white disc from where it stops. The next player then moves the board around to any desired point and shoots the white disc from where it lies. The players continue in turn until all the discs of any colour have been pocketed.

PINOLA

Follow the rules as in crokinole with the following variations:

1. Use four pins and place same as shown in sketch, persons sitting opposite are partners. When two are playing use only two pins, placing each pin immediately in front of the player. The pins placed on the opposite side to the player must be knocked down with his own discs or he makes no count at the end of the innings. If two are playing twelve discs each are used, and if four are playing six discs each.
2. If you knock any other pin down than the one from the opposite side from you, they must be set up again. You may carom from one of your own discs to knock the pin down.
3. When knocking down the pin opposite him the player may take up the disc for an extra shot.
4. If all your opponent's discs are clear of the board and his pin down, then the player has a chance to shoot at the centre of the board, which counts the same as in crokinole.



CROKINOLE

The board is placed on centre of table in position for playing. In delivering the shot, hold the end of the first finger firmly between the thumb and second finger, placing the finger close against the disc.

Some beginners are apt to think the most advantageous play is to shoot as many of his discs within the inner circle as possible. This is not only a gross error but mere child's play.

In every instance where there is an opponent's disc on the board shoot at it and force him into the ditch, thereby leaving as few of his discs on the board as possible; in other words, do not see how large a count you have at the end of the round, but try to see how small you can make that of your opponent.

The game is usually played by two or four persons, though three, six or even eight may play, partners sitting opposite each other and holding discs of the same colour.

When three are playing, one party plays against the other two, he holding as many discs as they both together and playing alternately after each of them.

Anyone may begin in the game by placing one of his discs on the board in front of him, on a line of the outer circle, and between the two short lines. With the flip (or snap) of his fingers he endeavors to lodge his disc in the central recess.

The first one now having played, the one at his left plays next, placing his disc on the board in like manner, his object being not to reach the central recess but to force opponent's disc into ditch.

The most advantageous and fascinating part of the play is in forcing as many of your opponent's discs into the ditch as possible. Often two and sometimes three discs are ditched at a single shot by caroming from one to the other.

Thus each player plays in turn, till all the discs of each player have been discharged.

The count of the round is now recorded. See rules for count. The discs are again distributed as before, and another round is played in the same manner excepting the second player in the previous round plays first in the second round.

RULES

1. The game may be one, two, three or five hundred, as may be determined.

2. Each player must have the same number of discs (except when three are playing), and in placing his disc for a shot must confine himself to his portion of the board, viz, the space between the two short lines in front of him, his disc resting on the line of the outer circle.

3. Each player must keep his disc and hands off the board, except when playing.

4. Neither the the board nor the seat of any player can be moved while the round is in progress.

5. Any player may place his disc against any disc near the margin within his bounds, and thus send the two in any direction, and when a disc of his own colour lies so near the edge as not to allow his disc to be placed outside, he may place it inside and shoot both at his own.

6. A disc may be played but once during the round.

7. At the close of the round no disc can be removed till the count has been decided.

8. In delivering the shot, place the finger close to the disc, and do not use too much force.

9. A disc having been shot off the board is placed in the ditch.

10. A disc lying in a reclining position resting against the edge of the playing surface of the board, is called, and placed in the ditch.

11. If there is an opponent's disc on the board you are obliged to shoot for it trying to force it into the ditch.

COUNT

A disc lodging in the central recess counts 20 for the side playing that colour 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. For instance, in playing a game of 100, should you already have a count of 80 or

more and shoot into the recess, you cannot conclude the game with score of 20 unless the disc remains there until the end of the round, in which case it would be the first one counted.

Under all other circumstances a score of 20 is recorded as soon as made.

A disc resting in the centre recess at the end of the round, and a score is already recorded, cannot be recorded again.

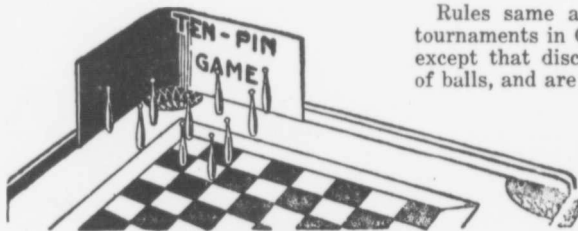
At the end of the round, each disc remaining within the inner circle counts 10, and within the middle circle counts 5, while those outside the middle circle count you nothing.

At the end of the round, each and every one of your opponent's discs lying in the ditch counts five for you.

A disc resting on the line of any circle is counted as being outside that circle.

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

TEN PINS



Rules same as used by leading tournaments in Canada and U.S.A., except that discs are used instead of balls, and are forced with a snap

of the finger
This game is
played on the
checker board
side of the board.

RULES

1. Set up pins (10 in number) about $1\frac{1}{2}$ " apart in 6" triangle as shown in cut.
2. Two or four persons may play. Each player in turn setting up the pins for the next player.
3. All pins knocked down by discs rebounding from side shall count. Also pins knocked down by pins shall count as pins down.
4. Pins knocked down but remaining on the alley are termed "dead wood", and are to be removed from the alley before the next disc is shot.
5. Three discs are allowed each frame. Except when a strike is made or when a spare is made in the last frame which must be completed before leaving the alley.
6. When a player knocks down all pins with the first delivered disc, it is called a "strike" and is shown by an X in the upper right hand corner of his frame. The score is left open in that frame and the player is credited with whatever counts are made with the next two discs.
7. When a player clears the alley in the first two shots a "spare" is credited and is designated by a small line in the upper right hand corner of the frame in which it is made and the score is not counted until the player plays one disc in his next frame, when the number of pins knocked down are immediately added to the ten credited by the spare,

8. 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.

9. Ten frames make a game.

FOUR PINS



1. Set pins as shown above at corner of board as in ten pins.
2. Use three discs. Ten frames to a game.
3. All pins must be knocked down except the centre pin, which must be left standing or no count is made in that innings.
4. If the centre pin is left standing alone the count is five.
5. The maximum count in a game is 50.

THREE PINS



The game is played with three pins as shown above, in the corner of the board. The scoring is the same as in ten pins, except a strike is counted 3 and each pin knocked down counts 1.

AMERICAN NINE PINS



1. Place pins in corner of board as shown in sketch.
2. Three discs are allowed for each frame.
3. Ten frames make a game.
4. No count is made unless one pin is standing.
5. Remove all "dead wood".
6. The maximum count is 50.

FIVE PINS and FRONT PIN



1. Place pins as shown in diagram in corner of board.
2. If the front pin is left standing and all others knocked down the score is 5. If all the pins are knocked down the score is 2.
3. Three discs are allowed in each frame. Ten frames to a game. Possible score 50.

SEVEN PINS and HEAD PIN



1. Set pins as shown, at corner of board.
2. Each pin down counts 1. Use three discs. Strikes and spares same as in ten pins. Ten frames to a game.

CHECKERS

As the game is well known and in every family some one is familiar with the game, we are not writing rules.

GAME OF CHESS

This game may be played on the checker board on the pocket crokinole side of the board. We, however, do not supply rules or chessmen, which may be purchased at any bookstore.

BILLIARDA

1. Five discs are used. Four red and one white. The white disc is the shooter. Game is played on checker board side and on the entire surface of the board disregarding the ditch or base line. Place the four red discs in any position on the checker board.
2. The first player shoots the white disc so that he forces a red disc into a pocket or to carom from one ring to another. In case he hits two discs he counts 1, in case three discs are hit he counts 2, and if a disc is pocketed he counts 1. He continues to play until he misses forcing a disc into a pocket or fails to make a carom.
3. After the first player completes his innings, his opponent walks around the board and shoots the cue disc from where it lies.
4. If any player's cue disc goes into the pocket or off the board he loses his turn, and his opponent may place the cue disc at any point along the ditch line.
5. Any disc going into the pocket other than the cue disc, is placed by the player anywhere within the checker board to the best advantage for his next shot.
6. Ten innings to a game.

POOLETTE

Played on the checker board side of the game using the total face of the board. The game is played with 15 discs, eight green and seven red and one white cue disc.

Any number of players may play. Place the 15 discs in the centre of the board. The first player places the cue disc anywhere along the base line and shoots into the group, so that he can pocket one of the discs. If a disc is pocketed, he continues until he fails to pocket a disc. Then the next player takes his turn, starting from where the cue disc has been left in the previous shot.

1. Any shot may be a cushion shot—direct or carom.
2. The cue disc must always be shot from where it is left by the last player.
3. The player must remove all discs pocketed by him as soon as he loses his turn and keep count of same.
4. If the cue disc goes into a pocket the player loses his turn and must replace, as near the centre of the board as possible, all discs pocketed by that shot. The next player may place the cue disc anywhere along the base line.
5. The object of the game is for each player to pocket as many of the discs as possible, and the one pocketing the most discs wins the game.

DITCH CROKINOLE GAME

This game is played on the crokinole side of the board, placing 12 green and 12 red discs in the centre of the board within the circle. Have the red and green discs well mixed.

The object of the game is to use the white disc and try and force your opponent's discs into the ditch. The ditch is the space between the rim of the board and the first large circle.

1. Two or four may play. Each player's turn continues until he fails to knock one of his opponent's men into the ditch.

2. If a player forces one of his own discs into the ditch, he loses his turn and his disc is off the field and lost in the count.

3. If the shooter goes into the ditch or pockets or off the board, the player shooting shall put back one of his opponents' discs as near the centre of the board as possible.

4. If a disc is forced into the centre pocket or recess a count of 5 is made for the side to whom the disc belongs. The disc is taken off the board.

5. After one side has ditched all its opponents' discs, a count of one each is made for his own discs on the board. The discs are then placed on the centre of the board and the game continues. Twenty-five points is the game.

GAME OF 35

Two or more players may play, walking around the board.

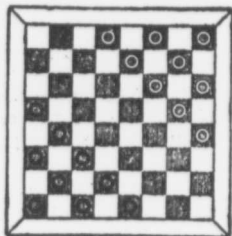
The game is played on the checker board side of the board. The pockets are numbered 1, 2, 3 and 4.

Twelve green discs are placed in the centre of the board. The first player takes a white disc and seeks to force the green discs into the pockets. The counts are made according to the number of the pocket into which the disc has been forced. When the first player fails to force a man into a pocket he loses his turn and the next player shoots the white disc from where it lies. If the shooter goes into the pocket or off the board, that player's turn ceases and the next player places the white disc anywhere along the base line and continues. The game is 35.

DIAGONAL CHECKERS

The players sit square with the board and place nine green and nine red men on the board as shown in the diagram.

The game is played the same as in ordinary checkers with the exception that the men are only crowned kings when they reach the dark square in the corner of the board.



THREE PIN SPINNING GAME

Two, three or four persons may play this game. Place three pins in a triangle around the checker board.

1. Each player in turn spins the white top within the circle and counts one for every pin knocked down.
2. Each player is allowed to continue spinning the top until he fails to force a pin down. The pins are then set up and the next player plays.
3. If the top should happen to spin into a pocket the player loses five points.
4. The game is 15 points.

FOUR PIN SPINNING GAME

Played the same as Three Pin Spinning Game, except that four pins are set up in a square on the checker board. The game is 20 points.

FIVE PIN SPINNING GAME

Played the same as Three Pin Spinning Game, except five pins are used and the game is 25 points.

FIVE PIN AND FRONT PIN SPINNING GAME

Set up pins on checker board in same position as Five Pin and Front Pin Game, following the rules of Three Pin Spinning Game. Game is 25 points.

TEN PIN SPINNING GAME

Played the same as Three Pin Spinning Game, except the full set of pins is used. The game is 50 points.

HALF MINUTE SPINNING BATTLE

1. The object of the game is to see how many of the tops you can make spin half a minute each in three rounds. This game is played on the checker board side of the game board.
2. The next player follows with the three tops for three rounds.
3. Three rounds make a game. Each top that spins one-half a minute counts 5 points.

LONG END SPINNING BATTLE

Vary the above by spinning on the long end.

TOPETTE

1. Three persons may play this game, each taking a top. This game is played on the checker board side of the game.
2. The object of the game is to see who can spin his top the longest.
3. All players start at once and the player that spins his top the longest counts 5 points.
4. A game consists of 25 points.

TIPETTE

This game is played on the crokinole side of the board. Each player spins three tops in succession. The object of this game is to make a score by the position of the top where it comes to rest. The inside or small circle counts 15 points, the medium circle 10 points, the large circle 5 points. If a top goes into a pocket a forfeit of 10 points is made.

The game is 100 points.

SPINNING BATTLE

1. Object: To see how long you can make the tops spin, one at a time. Timing each top until it ceases to spin.
2. Using the three tops in your turn.
3. Three spins make a round.
4. Three rounds make a game.
5. The total time of all three tops decide the game.

THREE MINUTE BATTLE

Played on the checker board side.

1. Spin the tops in succession, following after the preceding top has ceased to spin.
2. The least number of spins in three minutes decides the game for that side.
3. Spin the tops in turn, red, white and green, using them as many times as may be required to fill up three minutes.

DIAGONAL PINS

Played on the checkerboard side.

1. Place the pins on the squares as in diagonal checkers, using the opposite corner only, with a pin on each of the nine squares. (See cut in Diagonal checkers).

2. Spin the tops to knock down the pins as in rules of ten pin spinning game.

COLUMN CHECKERS

Played on the checkerboard side.

Take six rings and make a column of them in centre of board on checker side. Then each player in turn shoots at the bottom ring of column, endeavouring to force rings into one of the pockets. Each ring so pocketed counts 5 points for the player pocketing same, and he is entitled to another shot.

If player knocks ring out of column, but does not pocket it, the player to his left is allowed to shoot at it where it lies; continuing shooting if successful. Should column be knocked down so that more than one ring is loose, they are piled up again in centre. The player or side getting 50 points first wins the game.

N.L.C. - B.N.C.



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