

# BILLIARDETTE



One of the New Games on the Archarena Combination Game Board, believed to be the Best New Game recently invented, and is not connected with any Game Board except the Archarena Combination Board.



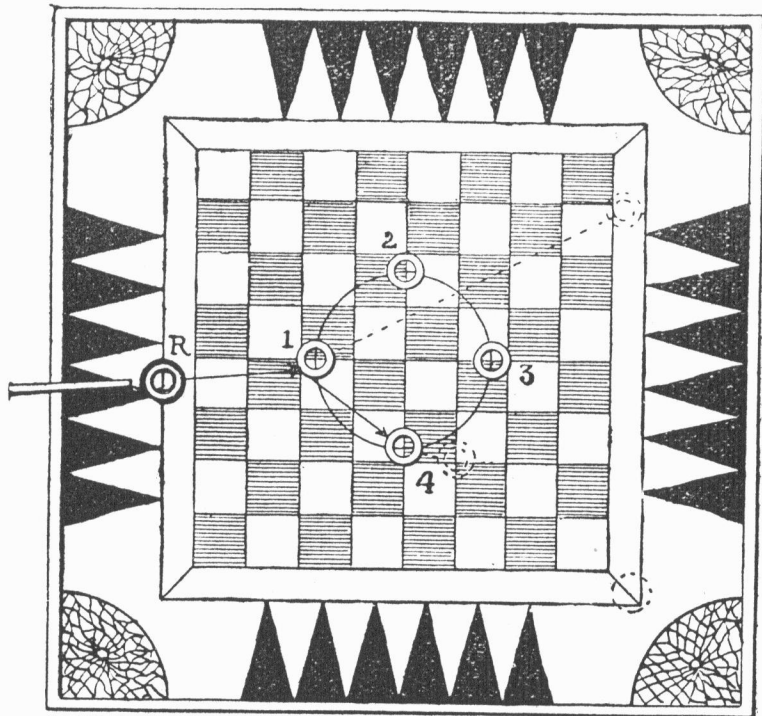
Manufactured by the

## ARCHARENA CO.,

Peoria, Illinois.

Rules and explanation, with illustrations of shots, are found in this pamphlet. Copyrighted May 7th, 1900.

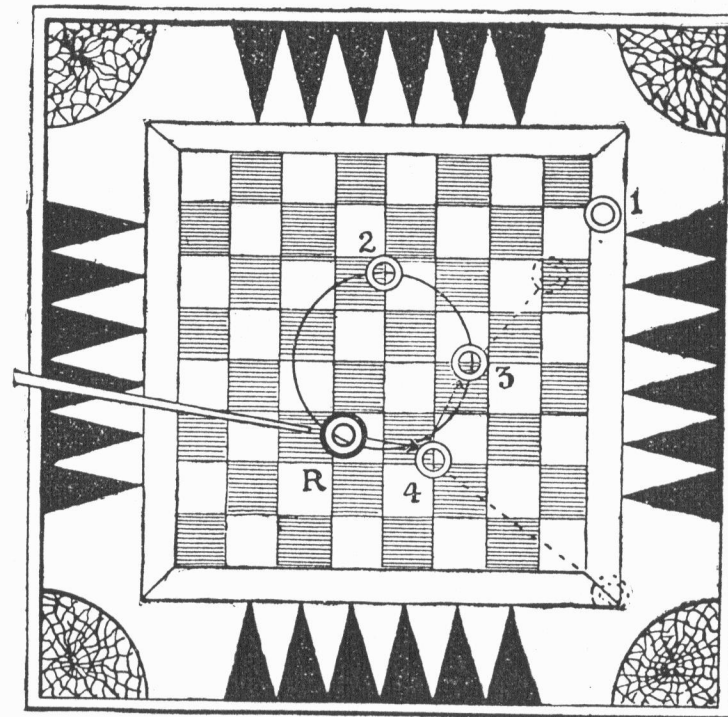
1

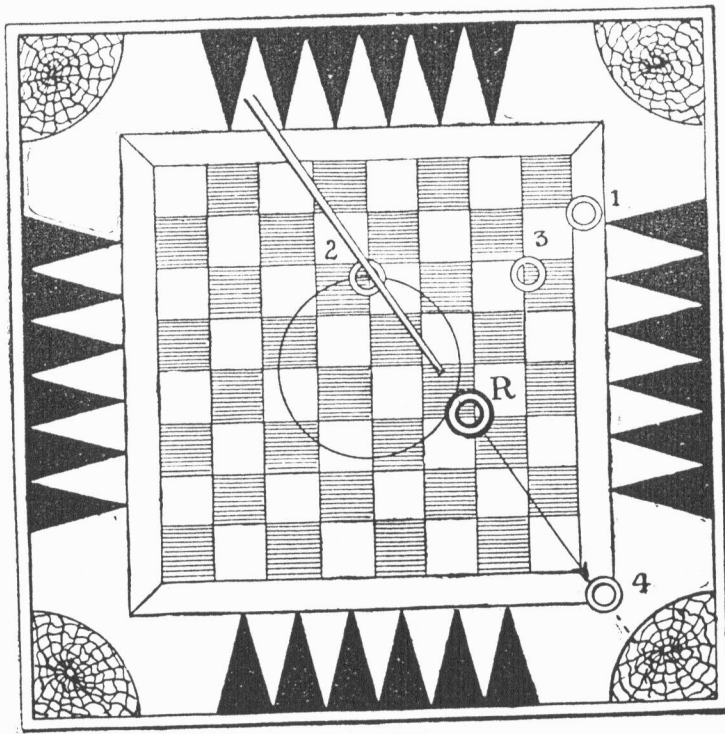


The above cut, No. 1, shows the position of the men around the circle on the Archarena Board. These rings are plain white. In the cut they are numbered 1, 2, 3 and 4 simply to be able to trace the rings in the different shots. The ring "R" is the red concave shooter, or cue ring. It will be noticed the player with the cue makes the first shot carroming from ring 1 to 4, sending ring 1 as indicated by the dotted lines to a point in the corner toward the pocket. Ring 4 is driven a short distance only. By this shot the player makes a count of 1 for the carrom.

Illustration No. 2 shows the position of the men on the Board after the first shot made by the player. He then makes his second shot, carroming from 4 to 3, sending 4 down near the pocket at the right hand corner, and 3 off in the direction of 1, as seen in the illustration No. 3. He makes a count of 1 by this carrom, leaving the men in position as seen in illustration No. 3 on next page.

2



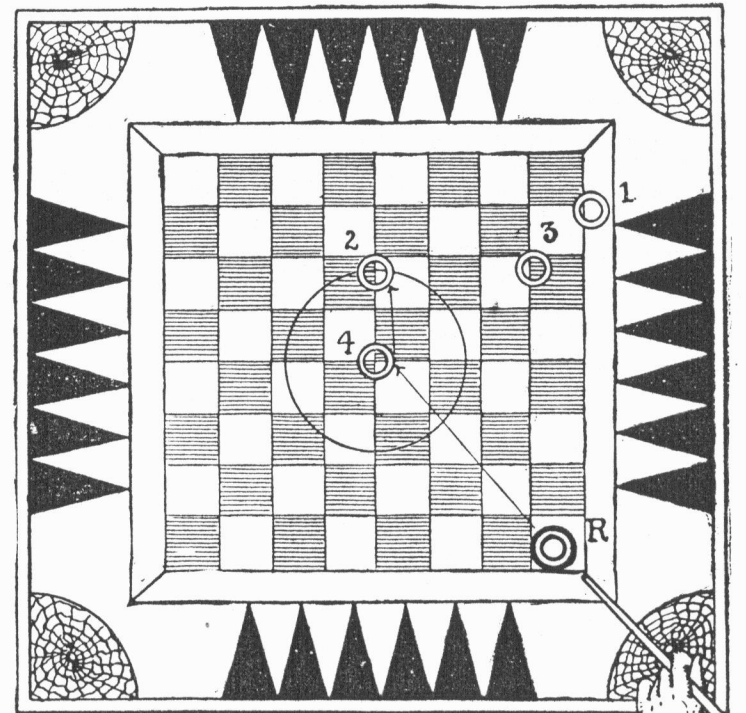


3

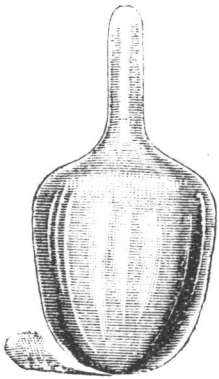
In each one of these illustrations there is a choice of shots to be made, as in No. 3. The red shooter might make a follow shot striking 3 and 1, counting 1 for the carrom, or he might strike 3 and glance to the cushion and carrom back to 1 and make a count of 1 thereby, but the illustration shows that he prefers to put ring 4 in the pocket because he can then place the ring in the circle (as seen in illustration 4) after taking it from the pocket, and have the option of two or three different carrom shots, as it is generally an advantage to be able to place a man in the circle after putting him in the pocket.

Illustration No. 4 shows the position of the men after the player has put the ring in the center. He has then a possible shot of a carrom from 3 to 1, or, he might possibly carrom from 4 to 2 and to the cushion on the upper side and back again to the cushion back of 1, striking 1, thus making a count of 2 carroms. This illustration shows the player carroming from 4 to 2 only. After he has made this count of from 4 to 2, his play would continue until he missed, either making a carrom or putting a man in the pocket.

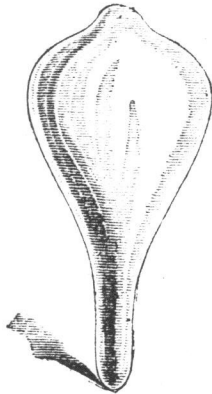
The variety of this game affords a great deal of pleasure and an opportunity for the greatest improvement in skill, of probably any parlor game ever invented, aside from that of billiards with the ivory balls on the regular table.



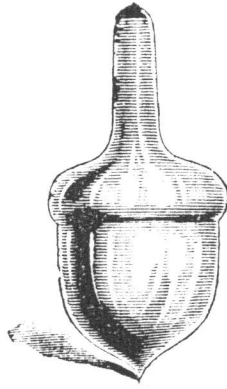
4



TIPSY



TOPSY



TURVY

PATENT APPLIED FOR

The Tops can be made to spin on either end, but for an ordinary game they spin with the short end down.

TOPS GO WITH ALL ARCHARENA BOARDS  
WITHOUT ADDITIONAL CHARGE.

But Extra Sets of Six Tops, post-paid,  
25 cents,

Can be had of the

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PEORIA, ILL.