

THE GAME OF 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 color.

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 been played, 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 his opponent's disc into the 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.

(OVER)

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 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 color 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. If opponent's disc is not touched player's disc is placed in ditch.

COUNT

A disc lodging in the central recess counts 20 for the 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. 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 15, and within the middle circle counts 10; those within the outside circle count 5, while those outside the outside circle count you nothing.

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.

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