

INSTRUCTIONS

for

PLAYING



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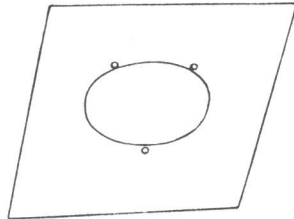
BEST MANUFACTURING CO., Inc.

1200 GROVE STREET

IRVINGTON, NEW JERSEY

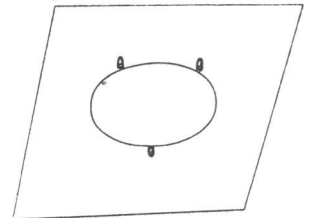
Preparing to Play

PLAYING BOARD

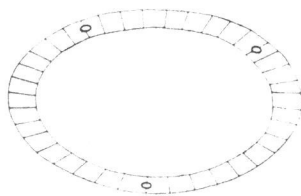


First: Select Playing Board of game to be played, and place it on Base Board in such position that pins in Base Board come through holes in Playing Board.

BASE BOARD

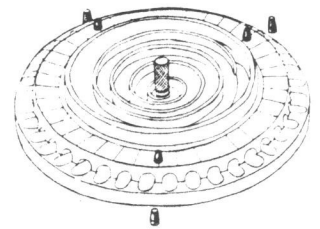


PLAYING CIRCLE



Second: Select Playing Circle of game to be played, and place it on Circle Platform in such position that pins in Circle Platform come through holes in Playing Circle.

CIRCLE PLATFORM



Third: Place handy to use, the Pawns (men) needed. Number and colors of Pawns depend on game and number of players. Follow detailed instructions.

Fourth: Select and place in the saucer-shaped disc, at the bottom of the spiral track, the ball or balls required by the game to be played.

SPINNING

Spin the disc to the RIGHT (clockwise) for best results. The ball or balls will have more speed and furnish more excitement and suspense when the disc is spun to the RIGHT than if it is spun to the left, although either is permissible. Best way to spin is by gripping the rotor between thumb and forefinger of the right hand.

See Following Pages for Instructions for Playing Each Game

BASEBALL

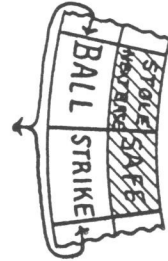
Accessories Required:

1 Ball.

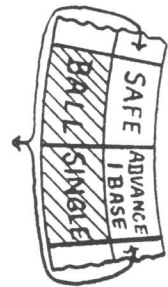
18 Pawns, 9 Black for one team, and 9 Nickel for the other team.

Reading the Playing Circle:

1. *Outer Section:* (Black Letters on White Background). Readings apply only to the man At Bat.



2. *Inner Section:* (White Letters on Dark Green Background). Readings apply only to the man On Base, if any. If more than one man is on base, reading of the Inner Section applies ONLY to the baserunner nearest Home Plate. Other baserunners move only as forced by the man at bat, or another baserunner back of them.



PLAY

Team "in the field" twirls for team "at bat".

Team at bat records own Balls, Strikes, and Outs, and moves own baserunners, using its own pawns and spaces provided on the playing board for these purposes.

SCORING

Home Team keeps track of Innings, Visitors keep track of Runs, using pawns on the spaces provided on the playing board for these purposes.

POSITIONS

Home Team occupies the position behind Home Plate, and uses the Outs, Balls and Strikes recording spaces at left, when at bat.

Visitors occupy position behind 2nd Base, and use the Outs, Balls and Strikes recording spaces at their left, when at bat.

People representing teams or players do not change their seats in relation to the playing board during the game, and no men are used to represent the players of the team in the field.

Otherwise, play the game exactly like a real game of Baseball.

NOTE: The playing board for SPORTMASTER Baseball, and the pawns provided, afford an easy, accurate and fascinating way of following Big League games broadcast over the Radio, giving the listener everything that is needed to chart a continuous picture of the Inning, Runs, Outs, and Ball and Strike count against the batter.

DETAILED INSTRUCTIONS

SPORTMASTER Baseball may be played by two or more persons, but the fewer the players, the faster the game will be.

If played by two persons, each person represents a team, one the "Visitors", and the other the "Home Team".

If played by more than two persons, the players should divide themselves into two teams, and take turns twirling when their team is in the field (one turn to an opponent's batter), and batting and baserunning when their team is at bat.

When the Visitors are at bat, the Home Team is in the field, and vice versa.

By "at bat" is meant on the offensive, attempting to score runs. In other words, being pitched to, and hoping that the readings of the Playing Circle will permit movement of men around the bases and across Home Plate.

By "in the field" is meant on the defensive, twirling for (pitching to) the team at bat, and attempting to make 3 "Outs" against the team at bat before it can score any runs.

The object of the game is to score more Runs than the opposing team; preferably to score a lot of Runs for own team, and not allow opponents to score any Runs.

The team scoring the most Runs wins.

A game of Baseball consists normally of 9 periods called "Innings". Shorter games of 5 or 7 Innings may be played if so mutually agreed beforehand.

If the score is a tie at the end of the 9 (or 5 or 7) Innings, as many more Innings must be played as are necessary to break the tie.

One Inning consists of two halves. During the first half of an Inning one team is in the field and twirls, while the other team is at bat. During the second half of the Inning these duties and privileges are reversed.

A half Inning begins with no Outs, Strikes, or Balls against the team at bat, and no men on base, and ends when the team in the field has made three "Outs" against the team at bat.

These Outs may be made three ways:—

1. By striking out the man at bat. A man at bat is struck out when the team in the field twirls 3 "Strikes" against him before twirling him a Hit, a "Hit By Pitched Ball", or 4 "Balls".
 - (a) A "Hit" is a "Single", "2 Base Hit", "3 Base Hit", or "Home Run".
2. Twirling him a "Flie Out".
3. Spinning so that a man on base is "Put Out" by the reading of the Inner Section of the Playing Circle.

In these Instructions, "twirling" and "spinning" mean the same thing.

A Foul Strike counts as a Strike against the man at bat if he has no Strikes, or only 1 Strike, against him. It does not count as a third Strike.

A man at bat advances to 1st Base if team in the field twirls him:

4 Balls

A "Hit By Pitched Ball"

A "Single"

A man at bat goes direct to 2nd Base (via, but not stopping at 1st Base) if team in the field twirls him a "2 Base Hit".

A man at bat goes direct to 3rd Base (via, but not stopping at 1st and 2nd Bases) if team in the field twirls him a "3 Base Hit".

On a "Home Run" the man at bat goes all the way around from 1st to 2nd to 3rd, and then across Home Plate, thus scoring a Run. Any men who may have been on 1st, 2nd or 3rd Bases, score 1 Run each as a result of the Home Run hit by the man behind them.

If there is only one man on base he remains there "Safe", advances, or is "Put Out" according to the reading of the Inner Section of the Playing Circle, or as forced by a man behind him.

If two or more men are on base, the one nearest Home Plate is "Safe", moves, or is "Put Out" according to the Playing Circle. The other, or others, move only as forced by the man at bat, or another baserunner behind them.

Only one man can occupy one base at a time.

EXAMPLES

1. There is a man on 2nd Base and a man on 3rd Base. No one on 1st. Team in the field twirls for man at bat, and reading of Playing Circle is, Outer Section "Single", Inner Section "Advance 1 Base". On this play man at bat goes to 1st Base and the man on 3rd Base goes Home, scoring 1 Run, but the man on 2nd Base stays there.
2. Situation same as above, except no man on 3rd Base. Same reading of Playing Circle. Action: Man at bat goes to 1st Base, man on 2nd Base goes to 3rd Base.
3. Man on 1st Base. No men on other bases. Team in the field twirls and reading of Playing Circle is, Outer Section "Ball", Inner Section "Stole Next Base". Action: Batter remains at bat with 1 more "Ball" to his credit. Man on 1st Base advances to 2nd Base.

Runs are scored when members of the team at bat complete the circuit from 1st Base to 2nd to 3rd and then Home, without having been "Put Out" en route.

REMINDER: Don't forget to clear the "Balls" and "Strikes" recording spaces for each new man to come to bat, and to clear the field of baserunners who may be left on base at the end of each half inning.

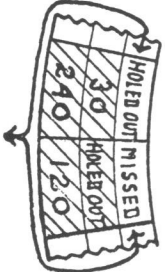
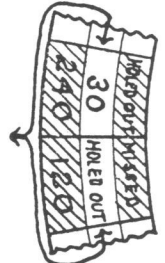
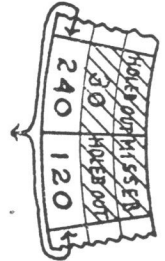
GOLF

Accessories Required:

- 1 Ball.
- 1-4 Pawns, 1 for each player (each of a different color).

Reading the Playing Circle:

1. *Outer Section:* (Black figures on Light Green Background). Readings apply to the drive from the Tee, and to all other strokes played from the Fairway, which is colored same as the background of this Section (Light Green).
2. *Center Section:* (Black figures on Yellow Background). Readings apply to strokes made from the Approach Area (Yellow), and from the Overshot Area (Red).
3. *Inside Section:* (White Letters on Dark Green Background). Readings apply to strokes (putts) made on the Green (Dark Green Circle, White Flag, showing Hole Number, in center).



The figures on the Playing Circle indicate the distance of the stroke in yards, which player may move pawn in direction of the hole.

All strokes which overshoot the Green, no matter by how far, are presumed to come to rest in the Overshot Area, 20 yards from the center of the Green.

A player holes out only when he spins the words "Holed Out" on the section of the Playing Circle which applies to the stroke or putt taken.

Each player spins for self and moves own pawn according to result of the spin.

Figures on the Fairway, Approach Area and Green indicate the distance from the Tee, in yards. Thus, if player's pawn is on the 120-yard position of No. 1 Hole, and he spins 240 yards on the Outer Section of the playing Circle, he should move his pawn up to the 360-yard position. The 360-yard position is in the Approach Area, which means that on his next stroke, player should take the reading of the Center Section (Black Figures, Yellow Background) of the Playing Circle.

DETAILED INSTRUCTIONS

Holes are played in their numerical order; No. 1 first, No. 2 second, and so on.

Starting order is determined by one preliminary spin per player, player having highest reading on Outer Section of Playing Circle starting first, next high second, etc.

First player to drive off does so by spinning, and then placing his pawn on the position of No. 1 Hole indicated by the reading of the Outer Section of the Playing Circle. If player spins "Lost Ball" or "Out of Bounds", be governed by "Penalties" on Playing Board. Other players drive off in previously determined order.

Second and subsequent strokes are made in accordance with distance of players' pawns from the Hole, the player furthest away from the Hole always playing next, even if this procedure gives one player two or more strokes in succession. Once off the Tee, the player furthest away from the Hole always plays (spins) next.

Each player keeps track of his own score, reporting the number of strokes taken after the hole has been played, or at any time requested. It is advisable for one player to act as score keeper, and write down each player's score as the holes are played.

Hole No. 1 having been played, and scores recorded, the players move their pawns to No. 2 Tee, and drive off in the order of their scores for the previous hole, low man driving first, high man last; and so on around the course.

METHODS OF SCORING

There are two methods of scoring, and several varieties of play which make SPORTMASTER Golf an exceptionally entertaining game, particularly as they coincide with regular outdoor golf.

Match Play: Match Play is essentially competition by holes, without regard to the total number of strokes taken for the round.

Match Play is scored by referring to the player in the lead, or winner, as being "1 up", "2 up", etc. The player losing, or the loser, is said to be "1 down", "2 down", etc.

If the players are tied, they are said to be "Even".

It is not always necessary to play the full 9 holes to determine the winner in Match Play. If, at the end of the seventh hole, for instance, "A" is "3 up" over "B", "A" has won the match, because even if "B" should win both the 8th and 9th holes, the match would end with "A" "1 up". In this

instance, if the match concluded with "A" "3 up" at the end of the 7th hole, the score would be reported as "A" winning "3 up and 2 to go". "B" would report himself beaten "3 down and 2 to go".

Match Play which reaches the end of the 9th Hole with the players "All Even" must be continued until one of the players is "1 up" at the end of a hole.

In Match Play it is not necessary for all players to "hole out". For instance, if "A" has holed out in 5, and "B" has also consumed 5 strokes but has not as yet holed out, "A" has won the hole, for it is obvious that "B" would need at least one more stroke in order to hole out, and that would make "B's" score 6 or more. However, a player must always hole out in order to win a hole.

Medal Play: Medal Play is essentially competition by total number of strokes taken for the round, without regard for the outcome of individual holes.

Medal Play is scored by adding up the total number of strokes taken by each player, the player taking the fewest number of strokes for the round being the winner.

KINDS OF MATCHES

Twosome: A Twosome is a match played between two contestants, each playing one ball (paw).

Threesome: A Threesome is a match played between three contestants, each playing one ball.

Four Ball: A Four Ball is a match played between four players, each playing one ball.

In a Four Ball match the players may play either as individuals, or pair off two-and-two as partners.

A Four Ball match wherein the contestants pair off two-and-two as partners, may be scored either of two ways:

Best Ball: Wherein each partnership submits as its score, the score of its member who took the fewest number of strokes.

Aggregate Score: Wherein the scores of both players of each partnership are added together, the partnership having the lowest aggregate score being the winner.

Foursome: A Foursome is played by four contestants, paired off two-and-two as partners, but both partners playing the same ball. The partners alternate at driving, and at playing strokes after the drive.

ROULETTE

Accessories Required:

1 Ball.

Chips, or equivalent, according to desires of players.

PLAY

With the exception of minor differences in shape and arrangement of the Playing Board, as compared to the conventional cloth, SPORTMASTER Roulette offers practically the same opportunities, and is played in the same general manner, as regular Roulette.

Roulette is a very old and popular game of chance.

One player is selected to act as Banker. This is a position of both privilege and responsibility. The privilege is derived from the fact that the game averages about 8% in favor of the Banker. The responsibility lies in the fact that, although the Banker stands to win 8% more than the players, he is also responsible for paying the players their winnings, all transactions being between the players and the Banker.

The Banker may be selected by mutual consent (it is courtesy to allow the owner of the game to act as Banker if he so desires), or by preliminary spins. When the Banker is selected by preliminary spins, all players spin, and the player spinning the highest individual number earns the right to be Banker.

Players may participate in every spin, or not, as they desire, "passing" one or more spins at their option.

Players place their chips upon the number, color, column, multiple, or odd or even, according to their own judgment (or hope) of what will be spun. When all chips are placed, the Banker spins, and then collects and pays out, according to the result of the spin.

If the ball comes to rest under "O" or "OO", all chips on the board go to the Banker.

There are no time or other limits to a game of Roulette, except as may be set unofficially by mutual consent of the players. Most games terminate at a previously determined hour, or when the Banker or a number of players run out of chips, or equivalent.

Players may join or withdraw from a game at any time, provided they square up with the Banker.

The Banker is custodian of the chips, issuing them to players upon starting or entering a game, and redeeming them at the end of the game, or when a player permanently withdraws.

Individual numbers pay odds of 36 to 1, and the odds paid by the other opportunities are shown on the board.

C R A P S

Accessories Required:

2 Balls.

Chips, or equivalent, according to desires of players.

Reading the Playing Circle:

The 2 balls, spun together, and read by the positions at which they come to rest under the Playing Circle, take the place of dice and indicate the result of the spin (throw).

PLAY

Play is the same as with dice, except that players place their chips on the illustration of the point for which the shooter is trying. This precludes any argument should distraction or delay tend to create varying opinions as to the point in question before it is made or lost.

If one or more balls enter either of the "No Dice" pockets, or if both balls together enter the same pocket, it counts as "No Dice" and the shooter may spin again.

DETAILED INSTRUCTIONS

There are no rules limiting the number of people who may participate in a crap game, nor the length of time during which a crap game may be in progress.

It is permissible to join in or withdraw from a crap game at any time, provided, of course, the would-be crap shooter is sufficiently supplied with chips to start, and squares up upon leaving.

Players take turns spinning. The starting order is determined by preliminary spins, high spinner starting first, next high second, and so on.

The object of this time-honored pastime is to spin in such manner as to accumulate as many chips, or equivalent, for oneself as possible.

All winnings are not necessarily confined to transactions as or with the spinner. Players other than the spinner may on the side express various opinions as to the outcome of future spins, and back up their opinions with chips.

It is customary to "ante up" before a player spins, the spinner ante-ing an amount or amounts to cover the antes of the other players.

If a player spins a 7 or an 11 on his first spin, he wins and acquires the chips ante-ed by the other players. Whereupon everybody antes up all over again, and the same player spins again.

If a player spins two 1s, or a total of 3 or 12 on his first spin, that is called a "crap", and he loses the chips which he ante-ed, but keeps possession of the dice. In other words, he has the privilege of spinning again. Whereupon everybody antes up again, and the same player spins again.

If a player spins a total of 4, 5, 6, 8, 9, or 10 on his first spin, that constitutes a point to be made. Chips are placed on the point to back opinions that the point will or will not be made, and "covered". Player then spins until he either makes his point (spins another 4, 5, or whatever the point was) and wins, or spins a 7 and loses.

A player keeps possession of the dice, in other words, continues to have the privilege of spinning, until he loses.

When a player loses, the next player has his turn at spinning, and so on until the game ends.

SPORTMASTER Craps affords the same percentages, law of averages, and consequently the same odds or opportunities as are found in a pair of dice. Furthermore, SPORTMASTER cannot be "loaded", and behaves as impartially when spun by a novice as when spun by an expert, nor does it favor a blanket any more than a table top.

The following approximate mathematical percentages, therefore, may be of interest to players in determining the odds at which to invest their chips:

Ante-ing: Chip for chip with the spinner.

That spinner will NOT make his <i>point</i>	<i>odds</i>	
4	2 to 1	
5	3 to 2	
6	6 to 5	} In small games usually played "Even"
8	6 to 5	
9	3 to 2	
10	2 to 1	

BEST BET

Accessories Required:

2 Balls.

Chips, or equivalent, according to desires of players.

Reading the Playing Circle:

Bestbet is played with 2 balls spun together, and the result of the spin is the TOTAL of the two numbers under which the balls come to rest.

If either or both balls locate under "O" or "OO", all chips go to the Bank.

If both balls locate in the same pocket (other than "O" or "OO"), the person who spun wins all the chips on the board, EXCEPT chips in the Bank.

INTRODUCTION

Bestbet is a brand new game of chance, possessing most of the attractions of Roulette, and additional opportunities of its own, but eliminating the individual banker. Instead, the duties and privileges of being banker are distributed among all of the players by means of a mutual bank on the playing board.

THE BANK

Upon starting or entering a game of Bestbet, each player deposits in the Bank 12 chips, or equivalent. The Bank is the black space in the center of the board. This "ante" constitutes the Bank's reserve, into which players' losses, and out of which players' winnings, are paid.

Aside from losses and winnings, the Bank's reserve is handled as follows:

1. When the reserve reaches an amount 3 times the total of the original deposits, it declares a 100% dividend, and pays each player 12 chips.
2. When the reserve becomes depleted to an amount equal to one-half the total of the original deposits, each player is assessed 50%, and must pay into the Bank 6 chips.
3. Should the Bank at any time be unable to pay a loss, each player is assessed 100%, and must pay into the Bank 12 chips.

These Banking regulations are provided to insure adequate banking capacity. The condition of the Bank may be estimated instead of actually counted, thus avoiding too frequent and burdensome auditing.

PLAY

Players spin in turn, the privilege of spinning progressing from player to player clockwise, as in a deal of cards, one spin to a "turn".

It is the duty of the player spinning to act as teller, taking into the Bank the losses of players, and paying out of the Bank the winnings of players.

The object of the game is to place chips on such numbers as will be spun, and thus accumulate for self as many chips, or equivalent, as possible.

Players may place chips on as many spaces on the board as desired, but no player may place more chips on any one space than is indicated as permissible by the "Limit" number in the lower right hand corner of each space.

These limits apply only to individual players, and do not prevent other players from also using the same spaces, provided each individual player does not pledge more chips than are permitted by the limit specified.

A player may withdraw from a game at any time, and when so doing take out of the Bank the amount of his original deposit, provided the reserve in the Bank equals or exceeds the original deposits of all players then playing.

If the reserve is not that high, the player may forfeit his share and retire at once, or announce his intention to withdraw and do so as soon as the reserve is high enough to permit, as above. In the meantime he may continue to play, or not, at his option.

At the conclusion of a game, the reserve in the Bank is divided equally among the players.

BACKGAMMON

Accessories Required:

2 Balls.

30 Pawns (15 Black for one side; 15 Nickel for the other side).

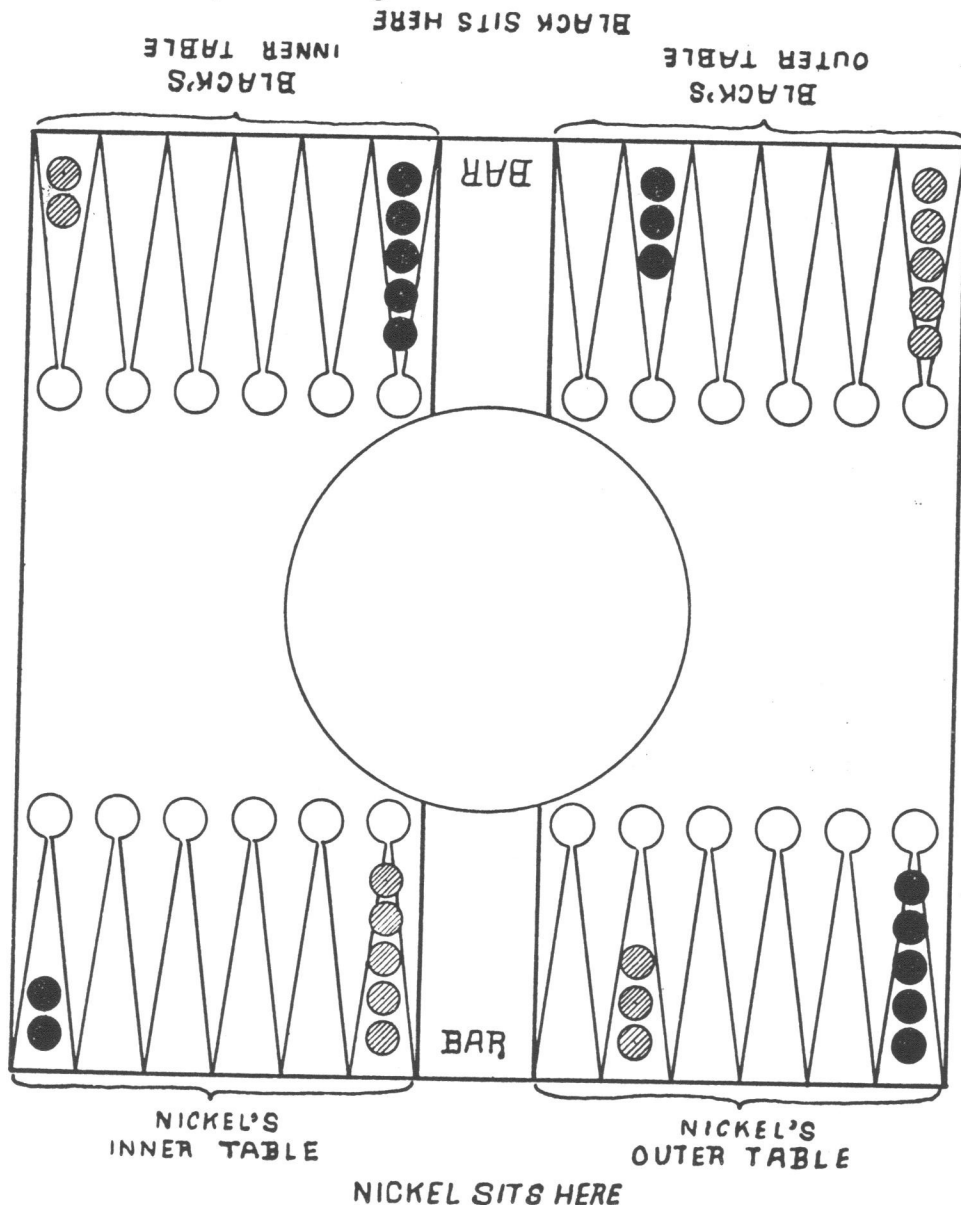
Reading the Playing Circle:

The 2 balls, spun together, represent a pair of dice, and are read according to the divisions of the Playing Circle under which they come to rest.

If both balls enter the same pocket, treat as a "Doublet".

If either or both balls enter a "Spin Again" pocket, it counts as no dice, and the same player should spin again.

The following diagram illustrates the Playing Board, and shows the set-up of pawns ready to start a game:



DETAILED INSTRUCTIONS

Nickel's men travel clockwise; Black's men travel counter-clockwise.

The object of the game is for each player to move all his men into his own Inner Table, eligible for "bearing", and then to "bear" them all before opponent. By "bear" is meant permanently remove from the board, as explained later.

First turn, position at the table, and color of pawns are all determined by one spin per player. The player spinning the highest total has the choice of position and pawns, and his spin counts as his first spin of the game.

After this first spin, the players spin alternately, and move their men in accordance with the results of each spin, and as governed by the rules.

The two numbers spun must be used separately, not as a total. For instance, a spin of a 6 and a 3 must be played as a 6 and a 3, not as a 9.

Men may not be moved to points which are blocked. By "blocked" is meant occupied by 2 or more of opponent's men, or 5 of own men.

Thus, if the 3rd and 6th points ahead of a man were blocked, that man could not be moved on a spin of 3 and 6.

Spins may be used by more than one man, if player desires, one man to a dice reading. On a spin of 3 and 6, for instance, one man may be moved 3 points, and another man 6 points.

A single man on a point is called a "blot", and can be "hit" by an opponent so spinning and moving as to pause or come to rest on the same point. For instance, if Black has a "blot" on both the 3rd and 6th points from one of Nickel's men, and Nickel spins a 3 and a 6, Nickel can hit one, but not both of Black's blots with his man.

If Black's blots were on the 3rd and 9th or 6th and 9th points away from Nickel's man, then Nickel's man could hit them both.

A man "hit" must be removed and placed on opponent's Bar.

A side which has one or more men on the Bar cannot make any moves until all its men on the Bar have been re-entered. Men on the Bar are re-entered on opponent's Inner Table, as follows:

Men on the Bar can be re-entered only on points on opponent's Inner Table which are not blocked. Re-entry is also governed by spins. If the

spin is a 6 and a 3, and the 6 point of opponent's Inner Table is blocked, but the 3 point is open, man on Bar may be re-entered on the 3 point, but not on the 6 point.

If desired, a spin can be used both for re-entering and for forward motion, provided, of course, conditions permit. For instance, if there is but one man on the Bar, and the spin is 3 and 6, and the 3 point on opponent's Inner Table is open, man on Bar may be re-entered on the 3. The "6" of the spin may then be taken by the same man if the 9th point is open, or by some other man, if player prefers.

No more than 5 men may occupy a point at one time.

Provided point is not blocked, men may be re-entered on either or both readings of the spin, taken separately, but not on the total.

Example: If opponent's Inner Table is clear, and player has 2 men on the Bar and spins a 2 and a 3, he may re-enter one man on the 2 point and the other man on the 3 point, but he may not re-enter any men on the 5 point.

Doublets: Doublets are when the two numbers spun are alike, as two 3s, two 5s, etc.

Doublets are doubled. In other words, double 3s permit the player to make four moves of 3 points each. Absence of blocks permitting, these may be taken by 1, 2, 3, or 4 men, as desired. One man would have four moves of 3 points each; four men would have one move of 3 points each.

BEARING. By "bearing" is meant the permanent removal by a player of his own men when they have completed their circuit and are in his own Inner Table, and conditions make bearing permissible.

Bearing is permissible only when player has no men on the Bar or anywhere else on the board other than in his own Inner Table.

Bearing is accomplished in compliance with spins, it being permissible to bear only from points on own Inner Table which are spun. Thus, if player has a man or men on all points of his Inner Table, it makes no difference what number he spins, he may remove one man from each point spun.

If a player wishes, and conditions permit, he may move men in preference to bearing them. This tactic is frequently used to prevent leaving a blot which might be hit by the re-entry of an opponent's man from the Bar.

It is not permissible to "pass" or waive a number spun if it possibly can be used. If the situation is such, either in playing or bearing, that one num-

ber spun can be used but the other cannot, the number which can be used must be used.

If the situation is such that either one, but not both, of the numbers spun can be used, the highest number must be used, even though it might be to greater advantage to the player to use the lower.

If, while a player is bearing, an opponent re-enters and in so doing hits a player's blot, player must cease bearing, re-enter his man and work him around into his own Inner Table again before he can resume bearing.

SCORING

The player first bearing all his men from the board wins.

The victory is called a single game or Hit if opponent has borne one or more men; a double game or Gammon if opponent has borne no men; and a triple game or Backgammon if opponent not only has borne no men, but also has a man left on the Bar or on the winner's Inner Table when winner bears his last man.

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IRVINGTON, NEW JERSEY

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A CHANCE FOR YOU TO WIN \$100.00

TO ALL OWNERS OF "SPORTMASTER":

It is our intention to keep SPORTMASTER a live and up-to-date source of entertainment, by the publication from time to time of new games (on playing boards and circles) for use on the SPORTMASTER mechanism.

Some of these games, of course, will be developed by our staff, but we believe that many SPORTMASTER owners, like yourself, will also know of, or think up, games suitable for SPORTMASTER.

To encourage this co-operation on the part of owners, we hereby offer the sum of One Hundred Dollars (\$100.00) cash, for each game submitted by an owner of SPORTMASTER, and accepted and published by us, under the following conditions:

To win this \$100.00, a game must be:

- 1--Designed, drawn, lettered and colored sufficiently well to give a clear conception of appearance and method of play.
- 2--Eligible for copyright.
- 3--Accompanied by such rules or directions as may be necessary.
- 4--Accepted and published by us.

The executives of Best Manufacturing Co., Inc., will be the sole judges, and all entrants agree to abide by their decisions. Of course, payment of the \$100.00 will entitle Best Manufacturing Co., Inc., to all rights and privileges in the game accepted.

No entry blank or other red tape is required. Simply send in your suggestion, as above, with your name and address plainly written on it.

Yours very truly,

BEST MANUFACTURING CO., INC.

By

G. H. Bromartie

One of the Beauties

OF



IS

That It Will Last a Lifetime

And

Never Lose Its Interest

This is because NEW GAMES will be published from time to time, which you will be able to play on the set you now own.

These new games will be priced at only \$1.00 each, complete, and will make ideal Birthday or Christmas presents for various members of your family, or for friends who, like yourself, also own a SPORTMASTER.

By selecting the games you like as they are issued, you can make your SPORTMASTER a regular library of games obtainable in no other way, and which will be an unfailing source of new fun for everyone.

If you will be good enough to fill out and mail one of the enclosed postcards (which require no postage), we shall be glad to send you a notice about these new games, when and as they are published, and thus save you the trouble of having to watch the newspapers to find out when one appears.

BEST MANUFACTURING CO., INC.

1200 Grove Street

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