

The Popular Games.



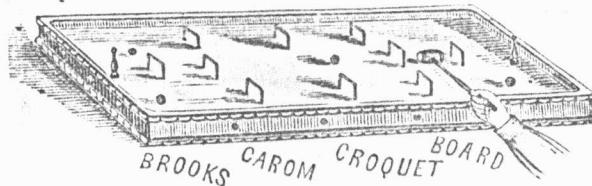
ONE OF THE MOST DELIGHTFUL AND FASCINATING GAMES FOR OLD AND YOUNG EVER INVENTED.

Nothing could be better devised for the entertainment of the home circle.
—*Boston Daily Advertiser.*

THE EXTENSION TRIPOD.

recently invented, whereby the alley may be instantly raised or depressed to any desired elevation, obviating the necessity of using the extension or other Table to rest the Alley upon. They are also adapted for

CROQUET BOARDS AND BILLIARD TABLES.



These Boards are constructed in a manner that insures

Elasticity, Lightness, & Accuracy of Level,

while in finish, strength, beauty of equipments, and cheapness, they are unsurpassed.

TEN SIZES AND STYLES.

Particular attention is invited to our invention, the Rubber Carom Cushion.

BROOKS' CARPET CROQUET,

Played upon the floor, the same as the field game, without injury to the carpet or furniture. Several styles. See our illustrated circular.

Headquarters for all Games published in the United States.

D. B. BROOKS & BROTHER,

MANUFACTURING STATIONERS AND PUBLISHERS,

55 Washington Street, Boston, Mass.

RULES AND DIRECTIONS

FOR PLAYING

SQUAILS:

A NEW AND AMUSING ROUND GAME.

ADAPTED FOR ANY EVEN NUMBER OF PLAYERS.

D. B. BROOKS & BROTHER, Manufacturers,

55 Washington Street, Boston.

RULES.

1. The game of squalls may be played by any even number of players (not exceeding eight), half of whom will belong to one side, and half to the other. The players of the opposite sides must be seated alternately round the table. The chairs of the players must not be moved after the position of each player is fixed.

2. Each player is to have two squalls.

3. The lead being determined, the commencing player places one of his squalls at the edge of the table (about a quarter off) and strikes it with the palm of his hand, aiming at the procese, or medal, which is placed in the middle of the table. The next player then follows with his squall.

4. The players must play their squalls in rotation with the course of the sun. When all have played their two squalls a round is finished, and the nearest squall to the procese counts, if within the distance of the swoggle. If more than one of the same side are nearer than any of the other color, they all count, provided they are within the distance of the swoggle.

5. A squall having been once struck so far on the table as not to be touched by the swoggle, measuring from the edge of the table, it is considered as played, and may not be taken back. It is said then to have passed the line of demarcation.

6. A squall is not considered as played unless it has passed the line of demarcation.

7. If a squall passes the line of demarcation *twice, i. e.*, goes right across the table, one of the opposing party must cry "that squall is fluted" before the next squall in succession has been played, otherwise the owner may claim it again and play it at the conclusion of the round.

8. If more than one squall is fluted and not cried, they may be all claimed, and must be played at the end of the round in the order in which they were fluted.

9. There is a captain on each side to be appointed, to whom the players are to look for advices as to the quarter of the table from which they are to play, and the object of the stroke. At the end of a round, the captain of one side makes his claim for so many in, and if the claim is disputed, the swoggle is used by the disputing captain.

10. If the captain of the side who claims one or more squalls in at the conclusion of the round touches them before they have been allowed by the captain of the opposition, the squall or squalls so touched are null and do not count towards the game.

11. The winner of one game begins the next.

12. If the procese is fluted, *i. e.*, struck across the line of demarcation, the fluter of it commences the next round, and one is added to the score of the adversary.

13. Five is a short game; eleven is a long one.

GLOSSARY OF TERMS.

PROCESE—The medal.

SWOGGLE—The measure.

LINE OF DEMARCATION—An imaginary line round the table, at the distance of the swoggle from the edge.

TO FLUTE—To strike a squall, or the procese, off the table, or across the line of demarcation.

EXCRUCHE—To strike an enemy's squall hard.

ENSQUEEZE—To strike an enemy's squall gently, so as to leave your own in its place.

GONFLATION—A collection of squalls of the same color.

MO DISSOLVE—To strike an enemy's gonflation so as to scatter them about.

TO FORECLOSE—To leave one's squall in such a position as to block up a passage in which the next hostile player could play to advantage.

TO INTERRUPT—To leave one's squall between the procese and a hostile squall lying near it.