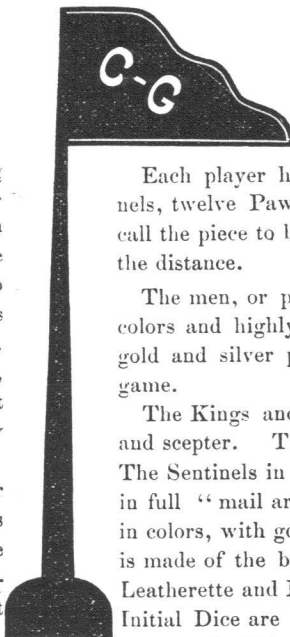


Setchlow & Righter
Fisk

CASTLE-GAMMON.

Patent Applied For.



CASTLE-GAMMON is a Game of recent invention, combining the moves and principles in Chess, and the moves and chances in Back-Gammon, and more fascinating than either. It can readily be learned by Chess and Gammon players, and those who do not understand either game will find it much easier to learn than Chess alone, and when familiar with the moves they will find it a great assistance in learning Chess. We do not claim that the game is equal to Chess, but still, there is the same opportunity to exercise skill and judgment in making the moves, subject to the chances as governed by the dice.

When familiar with the game, players will find it superior to any other, Chess alone excepted. Many object to Chess, as being a severe tax on the mind, both in playing and in the attempt to learn. In Castle-Gammon they will find a substitute which will afford them full as much pleasure, without the severe taxation of the mental faculties.

The game has been played by good, experienced chess players, and they without exception, pronounce it equal to all we claim. It is well adapted to gratify a desire for amusement in the better class of society. Can easily be learned by youths of both sexes, and will add greatly to the pleasures of the home circle, so much needed by all.

The time occupied in playing a game may be ten minutes, or one hour or more, as this depends on the throws of the dice, skill and judgment of the players.

The board on which this game is played is 16 inches square, and has been brought out in the best style of LITHOGRAPHIC ART, composed of ornamental alternate squares and circles in different colors. The large square in the center is the Castle, in which only Kings and Queens with their Flag can enter; around which is represented a raised wall with bastions and battlements, on which are eight miniature cannon. All outside the Castle Wall is the Field.

Each player has a King, Queen, two Bishops, two Sentinels, twelve Pawns, and a Flag,—one Dice with initials to call the piece to be moved, and two common Dice to designate the distance.

The men, or pieces are finely turned of wood, in different colors and highly polished; also, setts in character, metallic, gold and silver plated, adding greatly to the interest of the game.

The Kings and Queens are in "royal robes" with crown and scepter. The Bishops in robes, hat, and with crosier. The Sentinels in full "mail armor," with lance. The Pawns in full "mail armor," with sword and shield. The Flag in colors, with gold battle axe, star, &c. The folding board is made of the best material, elegantly bound in fine English Leatherette and Muslin in various colors. The letters on the Initial Dice are in six different *indelible* colors. The dice cups are in different colors, elegantly finished.

A book of 16 pages, which has been copyrighted, giving full description of pieces, moves, rules, hints, etc., accompanies each game.

There has been much time and money spent in inventing and perfecting the game, and all who have played it, or examined it, pronounce it the most attractive and fascinating board-game in existence. "It captivates at sight," and experienced players can play as rapidly as in Back-Gammon, while in Chess much time is often spent in studying *which* piece it is best to move—in this, the Dice designates the piece instantly. In all respects this game is superior to any invented in this country.

Setts in wood, \$4.00; metallic, extra finish, gold and silver plated, \$6.00. Nicely packed in boxes. For sale by the trade. Orders solicited.

INVENTED AND MANUFACTURED BY

D. E. FISK, Springfield, Mass.

(OVER.)

CASTLE GAMMON
The most fascinating
BOARD GAME
IN THE WORLD

FOR SALE AT
BOOK AND GAME STORES.
Published by
D. E. FISK
SPRINGFIELD, MASS.