

SHUFFLETTE

TRADE MARK

SHUFFLETTE is a lively new Home game of skill and exercise for one or more players. The playing surface is 9 feet long, beautifully decorated with numbers at each end. The clubs have removable heads. Ten discs make the set complete for playing. Object of game is to make a higher score than your opponent.

DIRECTIONS FOR PLAYING

Set the game anywhere on floor, carpet, Ping Pong table or concrete walk. To assemble the SHUFFLETTE clubs, join two of the round wood sticks by inserting them in opposite ends of one of the square drilled wood pieces. Then insert this jointed stick in the hole drilled in the head. Tighten sticks by pounding. Each player uses five discs of one color. Place one disc at a time at one end of playing surface, but no further from the end than the middle row of numbers. Now, put the head against the disc so that disc fits in groove of head and keep it there, at the same time giving the disc a gentle get forceful enough push to send the disc down to the other end. **SHOVE THE DISC, DO NOT HIT IT.** If it stops in any of the squares except the "—10" you have scored, unless your opponent's disc knocks yours out of the square. However, if he puts your disc in any square except "—10" you get the score in that square. "—10" (minus 10) is 10 points off your score.

IF HANDLES DON'T FIT, SHAVE ENDS SLIGHTLY

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Sole Manufacturers of "BRIDGE KENO" "SHUFFLETTE"—"SPARES and STRIKES"—and ROYAL (Poker) KENO

845 S. WABASH AVE.

CHICAGO 5, ILLINOIS

Ask at your local Department Store or Toy Dealer for these games.
If they cannot supply you, write for information to above address.

TWO PLAYERS

Two players may each play only one disc alternately until they have played all of the discs. Thus they keep hitting each other's discs and the score is decided when all ten discs are played. Or one may shoot all of his discs before the second player starts and score is decided when all the ten discs are played. Always add total score and decide after each game who is the winner or keep the scores until one person or team has reached the amount decided on before you started to play (100, 200 or more points). Decide at start whether the winner is to play first or last in next game.

FOUR PLAYERS

Partners play at opposite ends. The two opponents play according to rules for two players, playing five discs at once or alternately. Then the two players at other end shoot discs. Partners use same color discs.

FOR LARGE CROWDS

Divide crowd into two teams. One team stands at each end. One player shoots five discs and his score is counted for his team. Then a player on opponent's team shoots the same discs from opponent's end and scores. Thus the player on each team scores for his team and is cheered or jeered as the case may be and there is a lot of fun and excitement for everyone. When everyone has played, the team which has the larger score is naturally the winner.

SHUFFLETTE creates continuous, keen, happy competition for any number of people of all ages.

SHUFFLETTE Teaches Good Sportsmanship.