

DIRECTIONS

FOR

Playing the New Games

OF

CATS AND MICE, GANTLOPE, AND LOST DIAMOND.

Three games in one Board. Each separate in design, and distinct in character. A charming variety embodying new ideas of sterling merit. Played with the popular Indicator, the most desirable substitute for dice that has ever been devised.

McLOUGHLIN BROTHERS,
NEW YORK.

GAMES.

Most people are guided more or less by the length and appearance of the directions. If these are short and simple they are captivated at once, and the purchase is made.

This is not unfrequently a great mistake,—too often found out only when they begin to study the game for the purposes of play. Then they discover that the directions are vague and indefinite, and the game as dull and spiritless, as the old fashioned “Everlasting,” and throw it aside after one or two trials.

A good game rarely ever loses its interest. The more it is played the better it is liked. But a game to be good must have some point to it. It must have an objective point that can only be reached through difficulties,—by moves and countermoves, with plenty of drawbacks and opportunities,—a variety that it is impossible to describe in a line or two. Its directions must be so explicit that there is no chance for mistaking their meaning.

In order to understand a new game, its directions should first be read through aloud to the players to give them a general idea of the game. Then they should afterward be read again by paragraphs, after each, applying to the board and pieces the principles and rules it contains.

GAME OF CATS AND MICE.

Two, Three, or Four Persons may Play.

IMPLEMENTS.—The Indicator, twelve similarly colored pieces to represent mice, and four differently colored pieces (one for each player,) to represent cats.

THE BOARD.—The four circular spaces at the corners containing cats' heads, are the Homes or starting points of the players, who each have one piece or cat. The four circular spaces between these, at the sides, containing mice, are each the starting place of a mouse, and are called Mouse Spaces. At the centre there is a large pictorial square, intended to represent a Barn. At the beginning, the remaining eight mice are placed within this space. Throughout the game the Barn is a place of safety for the mice, which go in and out of it by the four round spaces at its corners. These are called Mouse Holes. The several lines of squares connecting the different circular spaces, are the Highways of the game, and they are passed over in any direction at the pleasure of the players.

THE GAME.—The successful player is the one who catches the largest number of mice. Each player has one cat, and moves it according to the spin, capturing a mouse whenever he can. Thereafter upon the same spin he moves one or more of the mice. The mice are the common property of all the players, and each one moves any of them in turn, as

will best promote his own game. The chief object of a player is to keep them out of reach of his opponents. Running the mice into the barn when in danger of capture by the opponent, or bringing them out to be pounced upon by your own cat, is an amusing and spirited part of the game.

DIRECTIONS FOR PLAYING.

Each player selects a corner for his Home, and puts his cat upon the circular space thereat.

Eight mice are placed within the Barn, and one upon each of the four mouse spaces between the cats at the sides of the board.

Spin the Indicator for lead—the player getting the highest spin plays first, and is followed by the one on his left.

The cats can be moved in any direction, forward or backward, over as many spaces as are shown by the numbers at the points of the arrows, moving first for one (either) arrow, and then for the other. The cats cannot go into or across the Barn space.

The mice are likewise moved in any direction, forward or backward, in the same manner as the cats. But whenever they arrive upon one of the Mouse Hole spaces, they must go into the Barn. In coming out of the Barn, they are moved as far in any direction as required by the spin, starting from and including any one of the four Mouse Holes that a player may select.

As the cats cannot enter the Barn, the mice cannot be captured therein.

Each player in turn moves first his cat, and then either one or two of the mice.

The first player spins the Indicator, moving his cat in any direction over the number of spaces shown by its arrows, moving for each separately. If he can move to a space containing a mouse, he captures the mouse thereon, and removes it from the board.

Immediately after moving his cat, he must move one, or if he chooses two of the mice for the same spin. If he moves only one mouse, it must be moved for the whole spin—first for one

arrow, then for the other. When two are moved, one is moved for each arrow.

NOTE.—The particular mouse or mice to be moved, after the game is opened, depends wholly upon the position of the cats. If a mouse is too close to the cat of another player, it should be moved to a place of safety, where he cannot capture it upon his next turn. If none of the mice are in immediate danger, the player can move them into the neighborhood of his own cat, always taking care to move them away from his opponents cats.

The first player having completed his moves is followed in turn by his companions, who likewise move their cats, and one or more mice in the same manner.

RULES.

Whenever a player can move his cat to a space occupied by a mouse, in moving for either arrow, he captures the mouse and calls out Squeak.

But a mouse, for the purpose of capturing it, cannot be brought to the space occupied by a cat.

Nor can two pieces occupy the same space (except the Barn) at the same time.

When two cats come together upon the same space, the first comer is displaced and sent back to its Home.

When two mice come together upon the same space, the first comer is displaced and placed within the Barn.

All of the pieces pass over each other freely in moving, except in one instance, viz: *The mice cannot pass over the cats.*

A player cannot use one arrow to move in one direction, and then retrace his steps over the same spaces by the use of the other.

The game is ended when all of the mice have been captured. In counting for game, the last mouse counts three for the one who captures it. All the rest of the mice count one.

The player capturing the largest number of mice counting as above wins.

THE GAME OF GANTLOPE.

For Two, Three, or Four Persons.

IMPLEMENTS.—The Indicator, and four differently colored sets of four men each, one set for each player.

THE BOARD contains a circular series of squares called the Highway: four lines of Twelve squares,—one at each corner connecting with the Highway, called the Homes; and four lines of six squares within the Highway called the Goals. Each player's Home is opposite his Goal, and connected therewith by a square called the Lodge.

THE GAME.—Each player selects a Home and places his pieces upon the first four squares thereof. From his Home he moves his pieces to the Highway via his Lodge, passing it to the right. Thence he continues around the Highway until he gets back again to his Lodge, which he must occupy; and thereafter moves into his Goal.

DIRECTIONS FOR PLAYING.

The turn passes to the left.

The pieces are moved by the spin of the Indicator over as many squares as are shown by both arrows.

One piece may be moved for the whole spin, moving first for one (either) arrow, and then for the other; or two pieces may be moved, one for each arrow.

For a double spin (when both arrows point to the same number) the move is doubled.

Only two pieces of the same player may occupy the same square at the same time. Two opponent pieces cannot do so.

When two opponent pieces come together upon the same square, the first comer is displaced and returned to the first square of his home.

When two pieces of the same player occupy the same square, they cannot be displaced.

When a player cannot move except to a square already occupied by two men, he loses his turn.

When a player can only move for one arrow, he does so, and loses the move for the other.

Before entering its Goal, a piece must occupy its Lodge Square. This it may do by any spin that will bring it exactly upon the Lodge when it may be passed into the Goal upon the next turn, or upon the same turn if only one arrow has been used in getting to the Lodge.

No player can enter the Home or Goal of another player; the Highway being the only part of the board in common to all the players.

The Lodge squares are treated in moving, the same as the others, except when entering the Goals.

The player who first gets all his pieces into his Goal, wins the Game.

NORRS.—In getting the pieces into the Goals it will be found advantageous to do so upon the small spins, which will leave them a chance for another move within the Goal.

Players will find it disadvantageous to occupy the Lodges adjoining their Goals for any length of time with two pieces, as they block the way to their Goal.

It will be well for players to keep one or two pieces back in their Homes as long as possible, in order that they may sally out and displace their opponents.

GAME OF THE LOST DIAMOND.

FOR TWO PLAYERS.

IMPLEMENTS.—The Indicator, and three differently colored pieces;—one to represent the Lost Diamond, and one for each player.

THE BOARD.—In the centre of the board there is an oblong checkerboard composed of numbered squares, and known in the game as the Field. Around this there is a series of circles, which is called the Main Road. There is at each end of the board a series of squares which crosses the Main Road. These are called Lanes, and connect with the Field at its four corners. The five circles within each Lane are the Homes of the players. The square at the centre of the Field is called the Lost Diamond Square. Near the corners of the Field, at the point where the Main Road and Lanes cross each other, the square or circle uppermost is called a Crossing.

THE GAME.—Starting from the Homes, the route of the game is around the Main Road, until the exact spin of the Indicator brings the piece upon one of the Crossings at which a square is uppermost, thence along the Lane into the Field. Its object is to reach the diamond square, secure the Lost Diamond, and return home with it.

DIRECTIONS FOR PLAYING.

Each player places his piece upon the star or central circle of his home.

The Lost Diamond is placed upon the central square of the Field.

THE TURN.

RULE I.—The moves are made in turn.

THE MOVES ON THE MAIN ROAD AND LANES.

RULE II.—Upon the Main Road and Lanes, the pieces are always moved forward to the right over as many spaces as are shown at the points of both arrows of the Indicator; moving first for one arrow (either), and then for the other.

The first player begins the game by spinning the Indicator, and moving his piece to the right over the number of spaces shown by the arrows.

His opponent follows, spinning and moving in the same manner.

Each piece continues moving around the Main Road until a spin brings it exactly upon one of the Square Crossings of the Lanes, near square 1 of the Field. Upon arriving upon a Crossing, the piece is moved around the Lane to square 5 of the Field.

If, while in a Lane, a piece gets upon the Circle Crossing, it must go out upon the Main Road, and continue on it until it can reenter a Lane again at a Square Crossing.

THE MOVES AT THE CROSSINGS.

RULE III.—At all times, whether upon the Main Road or Lanes, the pieces are moved forward until they get upon a Crossing, when they must follow the road whose space is uppermost.

When a piece is on either of the Lanes, and its spin will take it to or beyond the number 5 corner square of the Field, it must be moved to that square and remain there until its next turn.

Thereupon it should be moved forward five squares, and thereafter, as many as the number upon the square which it occupies.

THE MOVES IN THE FIELD.

RULE IV.—When a piece gets into the Field, it is no longer moved by the Indicator. It is there moved in a straight line in any direction, forward or backward, over as many squares as are shown by the number upon the one which it occupies.

After getting into the Field, the object is to reach the Diamond Square. When this has been done by the proper moves, the player puts the Lost Diamond upon his own piece, and starts with it for his home.

THE MOVES FOR DIAMOND SQUARE.

RULE V.—The pieces can only move on to the Diamond Square for the purpose of securing the Lost Diamond. When that has been secured, it can neither be passed over nor occupied, nor can it be passed over while the Lost Diamond is upon it.

The Lost Diamond Square is numbered 1, and the move from it is therefor to either of adjoining squares.

In order to get out of the Field, a player must move his piece to one of the corner squares numbered 1. Upon reaching one of these squares, upon his next turn, he moves by the spin of the Indicator, passing out into the Lane as far as his spin will carry him. His object is now to get upon the Circle Crossing, from which space he follows the Main Road to his Home.

If he fails to get upon the Crossing by the exact spin, moving for either or both arrows, he must reenter the Field as at first, and again pass out at square 1 as before. And he continues to move in this manner until he gets upon the Main Road.

GENERAL RULES.

PIECES PASSING.

RULE VI.—The pieces can pass over each other, but cannot occupy the same space.

DISPLACEMENT.

RULE VII.—When two pieces come together upon the same space, the first comer is displaced, and sent back to his Home to start again.

CAPTURING THE DIAMOND.

RULE VIII.—If two pieces come together upon any of the spaces, and the one displaced carries the Lost Diamond, the last comer captures it, and starts with it for his Home. It makes no difference in doing so, whether the Diamond is captured in the Field, or on either of the roads.

The player who succeeds in carrying the Lost Diamond to his Home, wins the game.