

DIRECTIONS

FOR

Playing the Games

OF

GO BANG, TIVOLI,
SOLITAIRE, SIEGE,
AND
FOX AND GEESE.

*A Model Combination of Five Superior Games, dispensing
with Dice and Teetotums, and furnishing amusement
for a single individual, or for an evening company;
with carefully prepared Directions, that leave no points
uncovered, or room for doubt as to the manner of playing.*

McLOUGHLIN BROTHERS,
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GAMES.



In compiling the directions for the three old, but really meritorious and fascinating Games, we have been astonished at the vagueness of those heretofore written.

For years we have deemed these Games commonplace, and yet we knew that they had outlived nearly all their cotemporaries.

But after studying both the English and American directions, and playing a few Games to clear up the fog that surrounded them, we found, to our great delight, that they were real treasures, that had survived the multitude, as do all Games that pass from one generation to another.

We found, too, that the vagueness of the directions was a great stumbling-block to many who would otherwise find delight in them, and have endeavored to make these as clear and explicit as possible.

In order to understand any Game, it is necessary, first, to read its directions through carefully, so as to get a general idea of them; then, to spread out the board and men, and read them through by paragraphs, stopping after each, to apply the rule or principle it contains.

GAME OF GO BANG.

FOR TWO, THREE, OR FOUR PLAYERS.

Implements.—One Hundred and Sixty men, or four differently colored sets of Forty each; a set for each player.

The Board is divided into three hundred and twenty-four squares.

The first impression it leaves on the mind would induce a person to say, "What a simple game;" and it is simple, but nevertheless extremely fascinating, and after playing one game, another, and another, and still "one more," will surely follow.

It may be compared to checkers in its *apparent* simplicity—merely moving the pieces from one square to another, yet how few there are who can really play a good game of checkers? Whatever may be said of the game, there can be no question as to the brevity and simplicity of the rules required to play it.

DIRECTIONS.

Each player chooses one of the colored sets of Forty men, and retains them in hand to play from time to time.

The players decide, in their own way, who shall play first.

The first player simply lays down a man, upon any one of the squares, though one near the center would be preferable for a beginner to choose.

The second player—the one on the left—then lays down a man, upon any square he may think best; and the third and fourth players follow in the same manner.

Now, it is the object of the players to form rows of five men each, which shall occupy adjoining squares, and to prevent their opponents doing likewise. This constitutes "Go Bang." These rows may run in a straight or diagonal lines, in any direction.

After each player has laid down a man, beginning again with the first player, they continue, in turn, to lay down men until the end of the game.

But the particular square to which their men are to be played is always left to the option of the players.

No two men can be placed upon the same square.

The player who first forms a line of five men, cries out, "Go Bang," and wins the game.

NOTE.—When all the men have been played, and no line formed, which will be seldom, withdraw the men, and commence again.

THE GAME OF FOX AND GEESE. FOR TWO PLAYERS.

Implements.—Eighteen men: seventeen of one color to represent the Geese, and one of another color for the Fox.

The Board is in the form of a cross, and has been laid out for other games also, which do not require all its lines. In this game, however, all the lines, single, double, and dotted, are used, without any distinction whatever. The several round spaces indicate the positions for the men.

The Game.—It is the object of the player having the Fox to capture the Geese, and the object of the one having the Geese to pen the Fox, and the moves are made from space to space for this purpose.

DIRECTIONS.

One player chooses the Fox, and the other the seventeen Geese.

The player having the Geese, takes the end of the board at which the first nine spaces are not inclosed in a green border.

The Fox is put in the center of the board. The player having the Geese fills all the spaces at his end of the board, up to, and including the central double crossing line, occupied by the Fox, leaving two of its spaces—one upon each side of the Fox, vacant.

The Fox can be moved from space to space along the lines in any direction, either forward or backward, sideways or diagonally.

The Geese may be moved from space to space along the lines, *forward only*, in either a straight or diagonal direction. At the two points, where one of the crossing lines is not doubled, they can also move sideways.

The Fox is moved first, to either of the five spaces connected with the central one by lines.

A Goose is then moved one space in the same manner—the its owner choosing one that cannot be jumped by the Fox upon his next move, under the following rules:—

RULES.

RULE I.—Whenever the Fox is *next to a Goose*, which has a vacant space immediately behind it, in a straight line, he can jump over the Goose, and capture it. He can make as many jumps in succession, in any direction, as there are Geese, after each jump, with vacant spaces behind them. All Geese captured are removed from the board.

RULE II.—The Fox must jump whenever he has a chance.

RULE III.—No space can be skipped in moving, except by the Fox, when jumping as above.

RULE IV.—The Fox is penned, when he is surrounded by the Geese, and cannot move or jump.

Whenever the Geese are unable to move, by reason of moving forward only, or become reduced to six, the Fox wins the game.

If the Geese succeed in penning the Fox, so that he cannot move or jump, they win.

NOTE.—Players should be careful not to move a Goose on a space next to the Fox, and leave a vacant space behind, unless they desire to make him jump, so as to more readily block him with the remaining Geese.

GAME OF SOLITAIRE.

FOR ONE PLAYER.

Implements.—Thirty two men of one color.

The Board is the same as the one for Fox and Geese, but the dotted diagonal lines are not used in playing this game.

The Game may be likened to a puzzle, which the player is endeavoring to solve. He makes jump after jump, like the Fox in the game of Fox and Geese, until there remains but one man on the board.

DIRECTIONS.

Place the thirty-two men, one each, on the round spaces, leaving the center one vacant, and commence to jump.

The first jump will be to the center. The jumped man must be removed from the board immediately after the jump.

Players have but one rule to bear in mind, viz. :—

RULE.

Always jump from a space immediately in front of a man, to a space immediately behind him; or the rule may be stated conversely, according to the way the board is placed—as, always jump from a space immediately behind a man, to one immediately in front of him.

The choice of the man to be jumped is always left to the option of the player, and depends, wholly, upon the object he has in view.

The object of the game is usually to leave a man at the center of the board, all the rest having been removed by jumping, but several men may be left on it in such a way, as to form a variety of very pleasing symmetrical figures.

GAME OF RUSSIAN TIVOLI.

FOR TWO PLAYERS.

Implements.—Eleven men, viz. : A set of three for each player, one set colored red, the other green, known in the game as Balls; and five black men, to be used by the players in common (in the place of dice or teetotums), for determining the moves of the Balls. These last are called Cues.

The Board, as well as the game, is derived from the games of Tivoli, or Bagatelle, which are usually played by rolling balls or marbles up an alley, on one side, and allowing them to roll back through the Center, where there are pins and holes, and finally into a series of pockets, or stalls, at the end of the board: the players counting for game the numbers upon the holes and Pockets, in which their balls happen to stop.

In the present board, the eleven squares at the side, between the two Bases, correspond to the Alley of the Tivoli Board.

The nine blue squares at the two corners, marked Base, are called Switches, as upon them players turn their Balls from their course on the Alley, so as to return through the center of the board.

The "Center," or main part, is separated from the Alley by a heavy line, and is composed of yellow and green squares, five of which are numbered, and answer the purpose of the holes in Tivoli.

At each end there is a series of five numbered Pockets, which are composed of two brown squares each.

The Game of Tivoli.

At the side opposite the Alley, there are nine squares, spotted like Dominoes, upon which the five men, called Cues, are placed. The moving of these Cues determines the moving of the Balls.

The Game.—Players start from opposite Bases, using one man or ball at a time, moving it along the Alley, according to their move of the Cues, toward the opposite Base, turning at the Switch, and returning through the Center to the Pockets. The numbers upon the squares and stalls occupied, are counted for game.

DIRECTIONS.

Place the five Cues on the Domino Squares 1, 4, 6, 2, and 1, which will leave a space between each of them.

Each player places one of his three Balls upon his Base, but must retain his other two in hand, until the first one has been moved into a Pocket, or blocked, so that it can move no further; then, another one of his Balls may be placed upon his Base, and played the same as the first.

The moving of the Balls, are determined by the moving of a Cue from one Domino Square to a vacant one adjoining.

To decide who shall play first, let one of the players take a man in his hand, and ask the other, "Which hand is it in?" A correct answer entitles the guesser to play first, otherwise the questioner leads.

The one who leads, now moves any one of the Cues as above directed. The number of spots upon the square to which it is moved, is the number of squares over which he must move his Ball toward his opponent's Base.

His opponent follows in the same way, moving any one of the Cues, and then moving his Ball from his Base, in the same manner as did the first player.

All moves are made in turn, in straight lines, according to the move of the Cues.

When a Ball has reached a Switch, it can be moved thereon, in any direction except backward, according to the move of the Cue.

The Game of Tivoli.

But should the number of spots obtained by the Cue be too large to move within the Switch, the Ball must then be moved therefrom to the Center.

When a Ball has left the Switch and entered the Center, it cannot be moved sideways or backward, but must be moved in a straight or diagonal line toward the Pockets, at the player's end of the board, although its direction may be varied upon each move.

When a player moves his Ball to a numbered Square in the Center, he counts the number thereon for game, and at his next turn moves forward again.

No Ball can be moved over the line that separates the Alley from the Center, not even diagonally at its ends, nor over any of the Domino Squares.

It is the object of the players, to get their Balls into Pockets. To do this, they must move them in from some one of the squares on the line directly in front, as a Ball cannot be moved into a Pocket diagonally, for it cannot pass over even the ends of the lines that separate them.

A Ball becomes *blocked* when it can be moved no further; that is, can not be moved over the full number of squares, that may be obtained by the move of some one of the Cues.

When a Ball becomes blocked, it must be removed from the board, and the player, upon his next turn, starts another.

When a player has completed the moves of his three Balls, he continues moving the Cues in turn with the other player, so as to prevent him, if possible, from making any further counts.

When two Balls come together upon the same square in the Alley, the first comer must be returned to its Base.

When two Balls come together upon the same square in the Center, the first comer is advanced to the nearest numbered square, but cannot, however, count its number for game.

Only two Balls can occupy together the same Pocket, and they must reach the numbered square thereof by the exact move. For each Ball put in a Pocket, the number thereon is counted for game.

The player who obtains the highest score, after both sides have played their three Balls, wins the game.

NOTE.—Players should be careful to so move the Cues, that they can get their Balls on the numbered Squares, and into the Pockets having the largest numbers; and, at the same time, leave those Domino Squares uncovered, which will be of the least advantage to their opponents in making their moves and counts.

G A M E O F SIEGE, OR GERMAN TACTICS.

FOR TWO PLAYERS.

Implement.—Twenty-six men: twenty-four of one color, for Soldiers; and two of another color, for Officers.

The Board is the same as the one used for playing Fox and Geese. All the lines are used, whether single, double, or dotted. The nine spaces at one end, inclosed by a green border, represent a Fort.

The Game.—The Officers strive to hold the Fort against the Soldiers, whose object is to force them out, and occupy all its spaces.

DIRECTIONS.

One player chooses the two Officers, and the other the twenty-four Soldiers.

Place the Officers upon any of the spaces within the Fort, and the Soldiers upon the twenty-four spaces outside

The Officers and Soldiers are moved in turn.

The Officers can be moved from space to space along the lines in any direction, either forward, backward, sideways or diagonally: and they are not confined to the For

The Soldiers are moved *forward only*, from space to space, along the single lines, whether dotted or plain, in a straight or diagonal direction. Moving toward and into the Fort, on the two crossing single lines on either side of it, is moving *forward*. In no case do the Soldiers pass along the double lines.

The player having the Soldiers has the first move, and advances any one of them, at his option, one space forward.

One of the Officers is next moved one space in any direction.

When an Officer occupies a space next to a Soldier, who has a vacant space immediately behind him, *on a straight line*, the Officer jumps over to the vacant space, and removes the Soldier from the board.

An Officer may continue to jump as long as there are Soldiers next to him, who have vacant spaces immediately behind them, even though the direction of each jump may vary.

The jumping of a Soldier is optional with an Officer, but if he fails to jump, his opponent removes him from the board.

If the player having the Soldiers succeeds in forcing the Officers out of the Fort, and occupying all of its nine spaces, he wins the game.

The player having the Officers, wins the game, when the Soldiers blockade one or both of them within the Fort, so that they cannot move out; or by capturing all but eight of the Soldiers; or by the Soldiers themselves becoming blocked so that they cannot move.