

The second player then has a turn and does likewise.

1. A man may move one space in any direction except backward.
2. A man may be jumped over any man next to it when there is an open space beyond, and may continue to jump over his own or his opponent's men as long as there are empty spaces beyond.
3. When a man is jumped over it is *not* taken from the board.

**TO WIN:** The first player to completely cover all his opponent's 9 spaces, *opposite to where he is sitting* wins the game.

## BOOK OF RULES

The following Games are played on  
the

# JUNIOR COMBINATION BOARD

Canton                      Johnny Jumps  
Puss in the Corner      Railroad Game  
Fortune Telling

Checkers                  Cornering the Pig  
Hop!                      Steeplechase  
Bicycle Race              Yacht Race  
American Corners

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THE FOLLOWING GAMES ARE  
PLAYED ON THE "PUSS IN THE  
CORNER" SIDE OF THE BOARD

RULES FOR PLAYING  
THE GAME OF  
**CANTON**

FOR 2, 3 OR 4 PLAYERS

**IMPLEMENTS** consist of 16 men divided into 4 sets, colored green, yellow, black and red, and an indicator. Use the outer blue circle of the corner indicator.

**THE OBJECT** of the game is to see which player can get a man from his set of 4 colored men from a given space to the centre home.  
**TO BEGIN.** Each player chooses a color, and selects 4 men of that color for his own. Each player then spins the indicator and each time "5" is spun that player enters one man on the nearest green and red circle space at his right hand. If "double 6" is spun 2 men may be entered.

**THE ROUTE** over which a player travels is from the green and red circle space mentioned around the board on the blue and white road until he comes to his own color circle space at the bottom of his red road

leading to the central home.

The players go from one blue and white road to another across the bottom circle spaces.

**ADVANCING.** After a man is entered, he may be advanced one space for each space number spun, except the double number and that counts double.

"DOUBLE 6." Any entered man may be moved but only one at a spin, except when "double 6" is spun, then any 4 men may be moved 6 spaces each, any 2 men 12 spaces each or any 1 man 24 spaces.

**CAPTURING.** If a man overtakes another on any but the 12 red and green spaces which are safeties, the overtaken man must go back to the beginning, and begin again on a spin of five.

**SAFETIES.** No man can enter a red and green safety space that is occupied by a man of another color. The mover must move some other man or lose his turn.

**BLOCKADE.** Two men of one color may stand on any space: they then form a blockade, and may not be passed by any other men on the board. A player cannot block his own men; he must move his blockade if he cannot play otherwise.

**TO WIN.** The last move must be made on an exact spin. The player thus getting any *one* of his men up his red road to the central home of his color first, wins the game.

**RULES FOR PLAYING  
THE GAME OF  
JOHNNY JUMPS**

FOR 2, 3 OR 4 PLAYERS

**IMPLEMENTS** Consist of 4 large pieces representing Johnny Jumpers and an indicator.

**THE OBJECT** of the game is to see which Johnny Jumps can get home quickest.

**TO BEGIN.** The players each choose a piece and spin the indicator and the highest has first play.

**INDICATOR.** Use in this game the inner ring numbered 1 to 4.

**THE MOVES.** The players start from one of 4 spots colored black, yellow, green and red. They move over the red circles for the number they spin. Each player who spins the same number twice has an extra turn.

**TO WIN.** The first player to return his Johnny Jumper to where he started from wins the game.

**RULES FOR PLAYING  
THE GAME OF  
PUSS IN THE CORNER**

FOR 3 TO 5 PLAYERS ONLY

**IMPLEMENTS** Consist of 4 large pieces representing Cats.

**THE GAME** is played in the 4 corners having pictures of cats in them.

**THE OBJECT** of the game is for each puss to try and avoid being the middle or "out" Puss, while changing corners.

**TO BEGIN.** One player "goes out," that is stays in the middle of the board, the others take corners.

If the "Out-Puss" can slap or touch the hand of a player who is holding or touching his cat, that player must become the "out-puss."

The "out-puss" always stays out until another player is touched and thus made to take the middle.

**TO WIN.** The player who has been the "out puss" least times in a given time wins.



# RULES FOR PLAYING THE RAILROAD GAME

FOR TWO PLAYERS

**IMPLEMENTS** Consist of two pieces representing trains and the red green and white indicator in the corner of the board.

**THE OBJECT** of the game is to see which train can leave its station, go on a journey and return to its station first.

**TO BEGIN.** One player chooses Station No. 1 and the white railroad and the other player chooses station No. 2 and the blue railroad.

Place the trains in their stations.

**THE ROUTE.** In spinning for this game the players used the middle ring of the indicator colored white, red and green.

On leaving the Stations a purple dot is soon met. The train starting from Station No. 1 must switch and go on the route to the left. The train starting from Station No. 2 goes straight ahead but it will have to switch to enter its Station at the end of the journey.

**SPINNING AND MOVING.** The players spin in turn. The player must spin the color of the next signal that he wishes to reach. If he spins any other color he loses his turn. White counts nothing always.

For instance if a player's train stands on a green signal and the next signal on the route is colored red, red must be spun before a move can be made.

A player may only move from one signal to the next at a single turn.

For the purple signals spin red.

The roads colored half white and blue are used by both players but the first player to reach the switch where the tracks become one has the right of way and the other train must wait. Only one train may move on a single track road at the same time.

**TO WIN.** The first train to enter its Station after going completely round wins the race.

More than one journey may make a race if the players so agree



# RULES FOR PLAYING THE GAME OF FORTUNE TELLING

FOR TWO OR MORE PLAYERS

IMPLEMENTS are only the playing cards surrounding the board and this book of rules.

THE OBJECT of the game is to get a peep into the future of the player.

TO BEGIN. Let one player be the fortune teller and the other one desiring to have his fortune told.

THE BOARD Consists of 37 playing cards divided on 4 sides into 4 groups which are found on the outer edge of the board.

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THE PLAY. Let the player now ask any of the the following questions and they will be answered.

- 1 Shall I be lucky in life?
- 2 Will my family life be happy?
- 3 What shall I be doing 10 years hence?

Then the player must choose any three of the first 9 cards beginning from the small circle marked Start and counting to the left.

The fortune teller then looks up "group 1" in this book and reads the answer.

For instance if the first card chosen was the 4 of spades the answer to the 1st question is "Poor luck on the whole."

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Group 11. Let the player ask any of the following three questions and they will be answered.

- 4 What will be my condition in old age?
- 5 What is my principle virtue?
- 6 What should I try to overcome in myself?

Then the player must chose any three cards at random beginning with the small circle marked 2 and ending with the King of Hearts.

The fortune teller consults this book again under "Group 11" and reads the answers.

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Group 111. Let the player ask any of the following 3 questions and they will be answered.

- 7 Where shall I find happiness?
- 8 What am I unreasonable about?
- 9 What must I dread?

Then the player must chose any three cards at random beginning with the small circle marked 3 and counting 9 cards to the left ending at card "King of Spades". The fortune teller then looks up "Group III" in this book and reads the answers.

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Group IIII Let the player ask any of the following three questions and they will be answered.

...—

- 10 What Qualities should I cultivate?
  - 11 What is my true disposition?
  - 12 What do I think of myself?
- ...—

Then the player must choose three cards at random beginning with the small circle marked 4 up to the circle "end."

The fortune teller then looks up "Group IIII" in this book and reads the answers.

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## THE MEANING OF THE CARDS

ANSWERS to questions in Group I

...—

- Three of Hearts. Ques. 1 Yes—very  
Ques. 2 Yes  
Ques. 3 Making trouble

- Nine of Hearts Ques. 1 No  
Ques. 2 Moderately so  
Ques. 3 Looking out for others

- Eight of Clubs Ques. 1 Moderately  
Ques. 2 If you rule your temper  
Ques. 3 Going a long journey

- Four of Spades Ques. 1 Poor luck on the whole  
Ques. 2 It all depends on yourself  
Ques. 3 Riding in your carriage

- Nine of Spades Ques. 1 It all depends on yourself  
Ques. 2 Yes—quite happy  
Ques. 3 Little harm and much good

- Seven of Hearts Ques. 1 More luck than you  
Ques. 2 Yes quite happy [deserve  
Ques. 3 Helping others

- Nine of Diamonds Ques. 1 Luck will be snatched  
from you  
Ques. 2 Avoid tension and see the change  
Ques. 3 Pulling yourself together

- Three of Diamonds Ques. 1 Yes—but be wise  
Ques. 2 Yes, happy enough  
Ques. 3 Having a royal time

- Eight of Hearts Ques. 1 Some—Don't trust to it  
Ques. 2 Yes, if you don't work it too hard  
Ques. 3 Causing misery to others



## ANSWERS to Questions in Group II

King of Clubs Ques. 4 Cranky

Ques. 5 Faithfulness

Ques. 6 Temper

Ten of Clubs Ques. 4 Respected

Ques. 5 Strength of Character

Ques. 6 Narrow mindedness

Four of Diamonds Ques. 4 Beloved

Ques. 5 Unselfishness

Ques. 6 Hesitation

Queen of Spades Ques. 4 Very happy

Ques. 5 Gentleness

Ques. 6 Lack of decision

Five of Diamond Ques. 4 Well cared for

Ques. 5 Open handedness

Ques. 6 Faithlessness

Five of Clubs. Ques. 4 Forgotten

Ques. 5 Morality

Ques. 6 Lack of Charity

Six of Clubs Ques. 5 Lonely

Ques. 5 Sternness

Ques. 6 Cold heartedness

Queen of Clubs Ques. 4 Happy and contented

Ques. 5 Kindness

Ques. 6 Lack of discrimination

Seven of Spades Ques. 4 Quiet and peaceful

Ques. 5 Cheerfulness

Ques. 6 Foolishness

King of Hearts Ques. 4 Full of honors

Ques. 5 Fine character

Ques. 6 Vanity and conceit

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## ANSWERS to Questions in Group III

Four of Clubs

Ques. 7 In unselfishness

Ques. 8 Myself

Ques. 9 My own temper

Jack of Hearts. Ques. 7 In virtue

Ques. 8 Others faults

Ques. 9 My own faults

Eight of Diamonds Ques. 7 In charity

Ques. 8 What can't be helped

Ques. 9 Treachery

Queen of Diamonds Ques. 7 In thinking of others

Ques. 8 My friends troubles

Ques. 9 Woman

Five of Hearts Ques. 7 In love of others

Ques. 8 Lack of money

Ques. 9 Unrequited love

Two of Diamonds Ques. 7 In thoughtful acts  
Ques. 8 Other's failings  
Ques. 9 Untrue friendship

Jack of Spades Ques. 7 Among the poor  
Ques. 8 Conditions of life  
Ques. 9 Myself-my enemy

Ace of Hearts Ques. 7 In the battle of life  
Ques. 8 Everything  
Ques. 9 Unevenness of temper

Eight of Spades Ques. 7 In work for others  
Ques. 8 Having your own way  
Ques. 9 My own faults

King of Spades Ques. 7 In forgetting myself  
Ques. 8 Over reaching  
Ques. 9 Nothing at all

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ANSWERS to Questions in Group 1111

Six of Spades Ques. 10 Unselfishness  
Ques. 11 Hard to please  
Ques. 12 Indifferent to self

Ace of Clubs Ques. 10 Kindliness  
Ques. 11 Hard  
Ques. 12 Quite well pleased

Seven of Clubs Ques. 10 Charity of mind  
Ques. 11 Rocky  
Ques. Always anxious

Queen of Hearts Ques. 10 Moderation  
Ques. 11 Too soft and lazy  
Ques. 12 Don't give it much thought

Two of Hearts Ques. 10 Patience  
Ques. 11 Good  
Ques. 12 Well satisfied

Jack of Clubs Ques. 10 Firmness  
Ques. 11 All over the place  
Ques. 12 Couldn't be improved

Ten of Hearts Ques. 10 Insight  
Ques. 11 Over indulgent  
Ques. 12 Not so bad

Seven of Diamonds Ques. 10 Steadiness of  
Ques. 11 Well balanced [purpose  
Ques. Not self-deceived

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WISHING. Let the player make a wish. Then choose a card at random. Count every 4th card all around the board. If the majority are red the wish will be granted, if black the wish will not be granted.



THE FOLLOWING GAMES ARE PLAYED  
ON THE "CHECKER BOARD" SIDE  
OF THE GAME.

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RULES FOR PLAYING  
THE GAME OF  
**CHECKERS**

FOR TWO PLAYERS

IMPLEMENTS consist of twenty four checkers  
twelve of one color and twelve of another.

THE OBJECT of the game is to see who can  
capture most men.

THE GAME is played on a two colored board  
of sixty-four squares.

TO SET UP THE BOARD: Each player  
places his men on the 12 red squares at his  
own end of the board.

THE PLAY. Each player in turn moves one  
of his men to the right or left along the  
diagonal on which it stands.

The men can move only forward one  
square at a time until they reach the extreme  
line of squares on the board, when they be-  
come "Kings," and are "crowned" *i.e., made  
double by placing an extra man on the top*

*of them*, when they can move either forward  
or backward till the end of the game.

The men capture in the direction they  
move by leaping over their opponent's men.  
Men that have been leaped over are taken  
from the board.

A player may jump any number of his  
own or his opponent's men provided there  
are empty spaces beyond. The opponent's  
men thus jumped over are removed from the  
board. His (the player's) own men remain  
on the board.

When there are two ways of capturing  
you may take your choice, whether in one  
way one man only is taken, or in the other  
way more. When you reach the "King"  
row, whether by a jump or otherwise that  
terminates the move until your opponent  
shall have moved, excepting when you leap  
in with a man which is already a "King,"  
when you may leap out again if a man lies  
in the way of capture.

When one player is in a position to  
capture a man, or men, belonging to his  
opponent and he fails to do so, he is liable  
to be "huffed" that is, his opponent may  
remove the man with which the offending  
player should have made his capture from  
the board, as a penalty for not taking.

TO WIN: The player who captures all his opponent's men, or forces them into such a position that they cannot be played, wins the game.

RULES FOR PLAYING  
THE GAME OF  
CORNERING THE PIG

FOR TWO PLAYERS ONLY

IMPLEMENTS consist of one dark Pig, and four yellow checkers to represent Farmers.

THE BOARD: The game is played on the red squares only of the checker board.

THE OBJECT of the game is to see if the Pig can break through the line of farmers, or the farmers corner the Pig so that it cannot move.

TO SET UP THE BOARD: Place the 4 farmers on the 4 red squares at one end of the board and the pig on an end red square at the opposite side.

TO BEGIN: The pig (*dark checker*) always has first move. It may move one square in any direction, on the red squares. The Farmers (*yellow checkers*) may move one at a time, one square, on the red squares, forward or sideways, but *never backward*

TO WIN: If the Pig breaks through the line

of Farmers it wins.

If the Farmers surround and corner the Pig so that it cannot move they win. The players should change sides after each game.

RULES FOR PLAYING  
THE GAME OF

H O P !

FOR 2, 3 OR 4 PLAYERS

IMPLEMENTS consist of "4" differently colored pieces representing Hop Toads, and the indicator

THE OBJECT of the game is to see which player can hop best.

THE GAME is played on the graduated circles surrounding the Checker Board

TO BEGIN. Each player chooses a piece and then places it on the nearest large circle with a flowered centre.

Then each player chooses whether he will have "Odd" or "Even." thereafter if a player chooses "Even" each time he spins an even number he "hops" his toad one circle forward in the direction of the arrow. Any player that spins correctly twice in succession has another turn.

Any player's toad that hops upon another player's toad sends the one hopped on back a circle and takes its place.

**TO WIN.** The player's hop toad that first returns to the large circle started from wins the game.

## RULES FOR PLAYING THE GAME OF

# STEEPLECHASE

### FOR 2, 3, 4 or 5 PLAYERS

**IMPLEMENTS** consist of 5 differently colored pieces, representing horses, and the indicator.

**THE OBJECT** of the game is to see which player can win the Steeplechase.

**TO BEGIN;** Each player selects one piece to represent his horse. The game is played on the lines. Each player spins the indicator, and the number spun is taken as his handicap, counting from the starting point. They spin again and the highest moves forward the number of lines spun, in the direction of the arrow.

**THE FINISH:** The start and finish lines are the same. The players go around the course as many times as they previously agree upon

**JUMPS, Etc.** When a player's horse falls on a line immediately in front of a jump, he loses a turn and goes back 3 lines.

When a player's horse falls on a line exactly on the far side of a jump that player has another turn.

**TO WIN:** The player's horse that crosses the finish line first after completing the agreed number of times around the course, wins the game.

## RULES FOR PLAYING THE GAME OF

# BICYCLE RACE

### FOR 2, 3, 4 OR 5 PLAYERS

**IMPLEMENTS** consist of 5 differently colored pieces, representing bicycles and an indicator.

**THE OBJECT** of the game is to see which player can win the race

**TO BEGIN.** Each player selects one piece to represent his bicycle. The players then spin for first play. The highest spins again and moves his bicycle forward the number of lines spun.

**RULES** Whenever any rider comes to the narrow roadway past a jump and lands



exactly on the black dot line, only one player at a time can pass and those behind must wait until the player has moved 2 lines or more beyond the black dot.

TO WIN. The player to first cross the finish line after completing the agreed number of times around wins the race.

## RULES FOR PLAYING THE GAME OF YACHT RACE

FOR 2 OR 3 PLAYERS

IMPLEMENTS consist of 3 differently colored pieces representing Yachts and the indicator.

THE OBJECT of the game is to see which player's yacht can win the race.

THE GAME is played on all the squares outside the steeplechase path.

TO BEGIN. Each player chooses a Yacht. The start and finish line is between the two flags in the corner opposite the indicator. Draw lots for first play. The first player spins the indicator and moves, his yacht, *in one direction*, the number of squares spun.

The first player to reach the black star squares, or the arrowed square near the

indicator has the right of way, for an extra turn.

TO WIN. The first player to cross the finish line between the flags wins the race.

## RULES FOR PLAYING THE GAME OF AMERICAN CORNERS

FOR TWO PLAYERS ONLY

IMPLEMENTS Consist of 9 men of one color and 9 men of another color.

THE OBJECT of the game is to see which player can first cover his opponents 9 corner squares with his own men.

THE GAME is played on all the squares outside the circular steeplechase path.

TO SET UP THE BOARD. Each player places his 9 men of one color on the nearest 9 corner circle squares to him.

TO BEGIN Draw lots for first play. The first player then moves one of his men one space forward or sideways, up either side of the board *but never backward*.

The player may jump any of his second row over the front row into any open space that is in line, sideways or forward.