

DIRECTIONS
FOR THE
LIFE'S MISHAPS
FOLDING GAME BOARD,
CONTAINING THE GAMES OF

LIFE'S MISHAPS
and
DOMINO REX.

TWO SEPARATE DESIGNS UPON THE
SAME BOARD.

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TO PLAYERS OF GAMES.

The only sure and easy method of mastering a new game is to carefully read through the Directions. Having done this, place the men upon the Board, and WITH THEM carry out all the illustrations and suggestions given in the Directions, taking them sentence by sentence. By so doing a good game will be spirited and pleasurable from the start, while a simple game will appear complex and intricate, if the player fails to pursue this or some similar course.

G A M E
O F
LIFE'S MISHAPS.

THIS Game is designed to represent the comic side of the many mishaps constantly occurring in daily life. As these are mostly accidents, so in the game they are the accidents of the die.

The implements are—one dice-cup, one die, six colored checkers (called markers), and thirty-six plain ones, used as counters.

The game is played upon the outside of the board.

Directions.

Any number of persons may play.

The object of the game is to reach 48.

The highest throw of the die plays first.

Each player uses one of the colored checkers as a marker. The plain checkers are divided equally among the players, and used by them as counters.

At the beginning of the game each player contributes two counters to the Pool.

The first player enters his marker upon the number corresponding to the spots upon his die.

The other players follow in the same manner.

When all of the players have entered their men, the first player throws his die, and adding its spots to the number upon which his marker rests, advances the marker to the space having the corresponding number. The other players in turn advance their markers in the same manner until the end of the game.

RULES.

1. When a marker occupies a Picture space, its owner must pay two counters to the Pool.
2. When a marker occupies one of the squares numbered 21, 26, 29, and 34, its owner receives three counters from the Pool.
3. One marker only can occupy a space at a time.
4. When a marker is advanced to a space already occupied, the first occupant must be sent back to the first unoccupied Picture space, and pay one to the Pool.
5. The throw of the die at the end of the game must be such that it will bring the marker exactly upon 48. Thus to advance a marker from 44 to 48, the throw must be four; from 43 to 48, five, and so on.

6. If a player advance his marker to 47, he is entitled to one-third of the Pool. In case the division cannot be evenly made, the surplus or remainder should be left in the Pool.
7. The player first scoring 48 with his marker receives the balance of the Pool—the whole in case 47 has not been scored.
8. The player having the largest number of counters at the close of the game, wins.



GAME OF Domino Rex.

This Game may be played by two, three, or four persons.

The implements required are only the Board and Checkers. Dice are convenient for determining the first play.

Synopsis of the Game.

The Board contains four Tables, two in each of its compartments, divided by the words "Domino Rex." Each player occupies and plays upon one of these Tables.

Upon each black Domino square, and upon

each of the five numbered spaces adjoining the Checker Board he places a checker. All other squares are left vacant; also the five spaces adjoining the words "Domino Rex."

At the opening of the game, the first player uncovers any one of his Domino squares. The next player then does the same, and adds its spots to those of the square uncovered by the first player, and moves the checker occupying the *space* whose number is the same as the sum obtained to the adjoining *space* of the same number. Each succeeding move is made in the same manner. The object of the game is to crown each of the pieces occupying the numbered spaces. In order to do this, the checker must be first moved upon the adjoining space by the above method, and then back again—each play constituting a separate move. When moved back, the checker must be crowned.

DESCRIPTION OF TERMS.

THE TABLES.—Each of the four sections of the Board are called Tables. Each player occupies and makes all his moves in his own Table. That part of a Table divided into red and black squares is called the Checker Board, and the remainder, divided into numbered spaces, is called the Arena.

THE DOMINO SQUARES.—These are the black squares of the Checker Board, which are spotted like dominoes.

THE REX ROW is the series of spaces numbered from 7 to 11, adjoining the Checker Board.

THE DOMINO ROW is the series of numbered spaces adjoining the words "Domino Rex."

DOMINO.—When one of the checkers occupying the Rex, or larger row of numbered

spaces, is moved into the other row, it is in Domino.

REX.—When a checker in Domino is moved back to its own space, it becomes a King, and the player calls out "Rex" as he crowns it.

THE CHECKERS.—The location of the Checkers may be described by names. Thus a checker occupying the Rex row numbered 10, would be the Tenth Checker, a King the Tenth King, while a Checker occupying the seventh space of the Domino row would be the Seventh Domino.

DIRECTIONS FOR PLAY.

1. The players throw the die for lead, the highest throw playing first. All subsequent plays are made in turn, commencing at the left of the first player.

2. The checkers occupying Domino squares are simply taken off the board one at a time by each player as it becomes his move. The checkers occupying the Rex spaces have two moves each—forward and backward.
3. Each player before commencing the game should familiarize himself with the positions of the different kinds of Domino squares.
4. The first player opens the game by uncovering any one of his Domino squares, but does not move any checkers in his Rex or Domino spaces.

NOTE.—The particular square to uncover first depends upon the number of players, and will be easily learned by practice.

5. The next player notes the number of spots upon the square uncovered, and uncovers that one of his squares which will enable him to move to the best advantage, follow-

ing the rule of moving according to the sum of the spots uncovered by his own and the move of the last player.

6. The other players follow in turn, playing in the same manner.
7. Only one checker may be moved at a time, and each checker has only two moves during the game. When it is moved forward it becomes a Domino. When it is moved back to its own space it becomes a King, and the player crowns it by placing another checker upon it, and calls out "Rex."

NOTE.—Each move is complete in itself. A checker is not moved back until a player finds it to his advantage to make that move.

8. When a player is unable to produce the number requisite to move one of his checkers, or finds it to his advantage not to do so, he simply uncovers a Domino square and it becomes the turn of the next player,

but he must always move a checker when the "sum of the spots" uncovered will enable him to do so.

The player first crowning all his checkers wins. Should all the Domino squares be uncovered, and part of the checkers only crowned, the players add together the numbers upon the crowned spaces, and the one producing the largest sum wins.

HINTS TO PLAYERS WHO HAVE LEARNED TO PLAY.

This game admits of much scientific play, and at the same time will be found highly interesting as a game of chance, or in other words, making the moves at hap-hazard, without study. The following hints will be found valuable by persons desiring to become experts:

Do not waste any moves.

A Domino space once uncovered cannot be recalled, and its loss may leave you unable to crown some one of your checkers.

When you uncover a Domino square, consider well whether after so doing and making the accompanying move, all the remaining checkers can be crowned by the combinations that you can effect with the remaining squares.

EXAMPLE.—Suppose your opponent uncovers a Domino square with one spot, and you have two uncovered sixes left, and have not moved your eleventh checker. It would be unwise to uncover a six and move the seventh checker for many reasons, but chiefly because seven could be made in six ways while eleven can only be made with the five and six, your opponent playing the five, and you the six, or the reverse.

Endeavor to block your opponent's game by uncovering a square at a time when he will be compelled to move at a disadvantage.

Thus it will frequently happen in the later stages of a game, that an opponent will have his squares of certain numbers all uncovered, and that if you uncover a particular square in order to play, he will either be forced to sacrifice a square that he

may need in order to crown some other checker, or to uncover without being able to move.

Watch your opponent's moves, and if he uncovers the only square by which you can make a particular move, make that move in preference to all others.

Suppose you have no fives, and he has but one five left, and you have eleven to make. If he uncovers his five you must play a six and make your eleven, or else lose the largest score in the game.

