

DIRECTIONS  
FOR  
*Playing the New Games*  
OF  
THE MONOPOLIST,  
TEN-UP, AND  
MARINER'S COMPASS.

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*One of the best of our series of Triple Combination Game Boards. Each game simple, varied and fascinating, and also played on a separate design. Our popular Indicator used with the two inside games. This novel Combination catches the spirit of the times, and the players battle with each other as in real life.*

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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 purpose 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 men the principles and rules it contains.

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## GAME OF THE MONOPOLIST; OR, CAPITAL vs. LABOR.

Two, Three, or Four Persons may Play.

Implements.—Four differently colored men (one for each player)—used in making the moves; sixty-four counters used in tallying the gains and losses of the players; a spider to represent the Monopolist, and the button upon which it rotates, the latter being inserted in the opening or seam, formed by the contact of the two parts of the board.

Put the spider exactly in the center of the yellow space. The Board is composed of a series of rings, divided into spaces by fine and heavy lines radiating from the center. The fine lines serve a special purpose, hereafter explained, but the heavy lines divide the rings into the spaces, over which the men are moved. The fine lines cross the spaces of the three inner rings, and give them the appearance of being divided into still smaller spaces; but it should be borne in mind, that each of the two inner rings contains but four, and the middle ring but twelve spaces; and that in each of these rings the spaces are distinguished from each other by the heavy lines, and by different shades of the same color.

The large yellow space in the middle of the board, at the center of which the spider is mounted upon the button, is divided into eight triangular spaces of equal size by the heavy lines. These are numbered, and the number upon the space to which the spider's head points, after it is spun, gives the move of the player. The names and emblems

upon the spaces mark the successes or reverses of the players. The Bases, or starting points, are the dollar spaces at the corners of the board. The heavy lines running from corner to corner, are to show the players when they have completed the circuit of the board.

The Game.—The Monopolist represents wealth, and the players the Tradesmen, or persons of small means. Their unequal resources, or capitals, are represented by the counters; their business operations by the movements of their men, which result in gains or losses, as in trade, according to their luck, with a possibility of being drawn in and swallowed up by the Monopolist, which is ruin or bankruptcy. By perseverance and good luck they may break the monopoly, and win the game.

#### DIRECTIONS FOR PLAYING.

Each player selects for his Base one of the dollar spaces at the corner of the board—the one in the outer ring on the right of the black line, and assumes to be a Farmer, Mechanic, Merchant, or Scientist, according to the title in the same corner.

Each player also selects one man for making the moves upon the board, and places it upon the dollar space at his corner.

Three-quarters of the counters are then set aside for the use of the Monopolist, and the balance are divided equally among the players. If but two play, only two-thirds of the counters may be used.

All moves are made by the spin of the Monopolist, or Spider. The value of the spin is shown by the number upon the space, to which the spider's head points, and the players move their men over that number of spaces.

Spin for lead. The highest spin leads, and the turn passes to the left.

The one getting the lead spins again, and moves his man to the right, over the number of spaces shown by his spin.

The players follow each other, spinning in turn, and moving their men according to their spins, subject to the following:—

## RULES.

RULE I.—Whenever a player moves his man to a space containing the emblem of his trade, he can spin and move again.

NOTE.—The emblems are as follows, viz.—For the Farmer, a sheaf of wheat; for the Mechanic, an anvil; for the Merchant, a ship; for the Scientist, a telescope; and for the Monopolist, a spider—while the dollar space is the emblem of Capital, and brings good luck to the players.

RULE II.—Whenever a player moves his man to a space containing a dollar, or the emblem of his capital, he makes a lucky venture, and takes one counter from the Monopolist, and is also paid one by each of his opponents.

RULE III.—Whenever a player gets upon a space containing the spider or emblem of the Monopolist, he makes an unlucky venture, and pays two counters to the Monopolist.

RULE IV.—After each spin, all the men that come within the span of the spider's fore-legs, must be moved in, one ring, or circle, toward the Monopolist.

NOTE.—The fine radiating lines have been put upon the board for the sole purpose of assisting the players in carrying out this rule. All men which lie between any two lines, both of which, as they radiate from the center of the board, fall between the spider's fore-legs, come within the "span" above named.

RULE V.—In moving a man in, one ring towards the Monopolist, it is passed to the adjoining space of the next inner circle, always taking the one to the right, when there are two spaces adjoining.

RULE VI.—Whenever, by his own spin, a player brings his man within the span of the spider's fore-legs, he must move in, one ring, before advancing it around the board; but if it is not within the span, immediately after the spin, but would be brought there by moving it forward, as required by the rules, he can make the move or not, as he pleases, but if he does not make it, he loses his turn.

RULE VII.—Whenever the "moving in" of a man carries it upon a dollar space, or upon a spider space, its owner pays

or receives counters as though his man had been carried there by his spin.

**RULE VIII.**—When, upon his own spin, a player moves his man in, one ring to a space containing the emblem of his trade, he may spin and play again.

**RULE IX.**—Any number of men may occupy the same space at the same time, and players can put their men upon any part of a space at their pleasure, but must not afterwards move them except in the course of play.

**RULE X.**—Any player who passes the heavy black line running from his Base, upon his next turn starts again from his Base.

**RULE XI.**—Any player who loses all his capital or counters, is bankrupt, and must withdraw from the game, unless he can borrow from some one of the players; and the player lending to a bankrupt cannot count the counters loaned as part of his stock until he is repaid, or has them in hand again.

Whenever a player gets round to his Base, and passes the black line connecting therewith, he receives from the Monopolist counters, as follows:—

- 1, if he passes the black line on the outer circle.
- 2, " " " " " " " next or second circle.
- 2, " " " " " " " third " "
- 4, and any counters that he may have paid to the Monopolist while going round, if he passes it on the fourth circle.

But if his man is drawn in upon the fifth circle at any time, he pays the Monopolist five counters, and if he has any remaining, he may, upon his next spin, start again as at first.

**NOTE.**—Always before starting, a player should make a note of the number of counters he has on hand.

The player who first succeeds in getting more capital than the Monopolist, having, at the same time, more than any other player, wins the game.

Whenever all the players, except one, have lost all their capital, that one wins.

**NOTE.**—After the spider has been mounted upon the button, exactly at the centre of the board, the distance between the points of its two fore-legs should just equal that of one of the eight-numbered yellow spaces, including the two black lines that bound it. In case they fail to do so, they should be bent so as to conform to this rule.

# GAME OF TEN - UP.

## Two, Three, or Four Persons may Play.

**Implements.**—The Indicator, four men for playing, and sixteen counters for tallying. Each player uses one man, and four counters of like color.

**The Board.**—The oval series of squares is called the Circuit, and is the road or highway, over which the men are moved. The four numbered squares adjoining the Circuit at each corner are called Score Tables, because all points or counts made in the game are tallied thereon with the counters. The squares marked "TALLY ONE," bring good luck, and those marked "ONE," opposite the word LOSE, bring bad luck to the players who occupy them. The squares marked "BASE," are the homes or starting points of the players.

**The Game.**—The men are kept moving around the Circuit until one of the players secures the ten points necessary to win it.

## DIRECTIONS FOR PLAYING.

When two persons play, one starts from each Base. If three play, two start from one Base, and one from the other. If four play, two start from each Base.

Each player places his man upon his Base, and retains his counters "in hand," using them as the game progresses, to tally the points gained.

All the moves are made by the spin of the Indicator, moving first for one arrow, and then for the other, but players can always make choice of the arrow for which they will move first.

Spin for lead, and play in turn. The highest spin plays first, and the turn passes to the left.



The first player moves his man, according to his spin, over as many squares as are shown by the numbers at the points of the arrows, counting to the right from his Base.

The other players follow in succession, playing in the same manner.

After entering, the men are moved around the Circuit, until the end of the game, subject to the following rules :—

### RULES.

1. Whenever a man arrives upon a square, marked TALLY ONE, its owner gains a point, and tallies or counts it upon the adjacent Score Table.

**MODE OF TALLYING.**—The counters are retained in hand at first, but as soon as a player gets upon a square marked TALLY ONE, he enters a counter upon square 1 of the Score Table thereto adjoining. Thereafter, when he again makes a point by this same square (TALLY ONE) he moves the counter forward to square 2; the next time to square 3; and the next time to square 4.

Now, if the player gets upon this Tally square, after his counter is advanced to square 4, upon the Score Table adjoining, he may then enter another counter upon its square, 1. If he has no counters in hand, he loses the count.

But players gaining points by displacing their opponents, may tally them upon any of the Score Tables, either by entering or moving forward a counter already entered.

Points lost are counted upon any Score Table by setting back a counter one point, or by removing it if upon square 1.

All points lost are tallied upon any of the Score Tables, at the pleasure of the loser.

2. Whenever a man arrives upon a square marked "ONE," its owner loses a point, and sets back one of his counters upon any of the Score Tables.

3. No two men can occupy together the same square upon the Circuit, except it be their respective Bases. When two men come together upon the same square, the first comer is displaced and sent back to his Base, and also loses one point, which he tallies upon any one of the Score Tables. The last comer gains one point, and tallies it in the same manner.

4. Two or more counters, either of the same or opponent players, may occupy together the same square upon any of the Score Tables.

5. When players lose points, and have no counters upon either of the Score Tables, those points are not tallied, as they cannot lose what they have not gained.

6. Whenever the numbers beneath the counters of either player amount to ten, or, in other words, when the sum of the numbers upon the squares of the Score Tables occupied by a player is ten, he wins the game.

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## GAME OF THE MARINER'S COMPASS.

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### FOR TWO PLAYERS.

**Implements.**—Two men of like color for each player—one large, and one small—and the Indicator.

**The Board.**—At each end there is a series of squares, called Tables, with New York in the center of one, and London in the center of the other. Between these there is a circular series of spaces enclosing a Mariner's Compass. The letters upon the different series of spaces and squares represent the various points of the compass, and show the players the directions in which they are to move.

The Game.—Two expeditions are supposed to start from New York and London, respectively, for the North Pole. The large men represent the expeditions, and are placed one each upon those cities. The moves of the expeditions are determined by those of the small men. The latter occupy the spaces enclosing the compass, and are moved around them according to the spin of the Indicator, and the letters on the spaces upon which they stop, indicate the directions in which the expeditions must be moved. The one first to reach the North Pole, wins the game.

#### DIRECTIONS.

Each player selects a large and a small man of the same color, and places the large man upon the city from which his expedition starts.

Spin the Indicator for lead. The highest spin plays first.

The first player then spins again to enter his small man upon the Compass, starting at, and counting from the square marked S. or south, and moving the man toward W. or westward, around the circle, as many spaces as shown by the number at the point of either one of the arrows, of which he can make his choice.

The number which a player chooses, determines the move of his small man, and the letter upon the space to which the small man moves the move of his expedition.

Having moved the small man around the compass according to his spin, he notes the space upon which it stops, and then moves his expedition from its starting place or city, one square in the direction indicated by the letter, or letters, upon the space named. See Rule I for move, when there is no letter upon this space.

His opponent follows, playing in the same manner, and the players thereafter follow each other in turn; upon each spin, first moving their small men around the compass, and then their expeditions about the Table, until one of them arrives at the North Pole.

EXAMPLE.—Suppose a player spins 5 and 6 upon his first spin, and chooses 5; he enters his small man upon the square marked W., and moves his expedition, one square West from its city, or starting place. Now, if he had chosen 6, he would have entered upon the space between W. and N. W., and had his choice between these two directions. The choice of Northwest would have been best, because it would have brought his expedition nearer the North Pole.

#### RULES.

1. When a small man arrives at a space on the compass, upon which there is no letter, its owner may move his expedition in either of the directions shown by the letters upon the spaces, upon either side of his man.

2. In moving an expedition North, South, East, or West, always move in a direction parallel with the sides, or ends of the board, as up and down, or sideways.

In moving N. E., S. E., S. W., and N. W., always move diagonally, or in the direction of, from corner to corner.

3. The expeditions must always be moved one square at a time, and the men on the compass over the number of spaces indicated by the chosen number of the spin.

4. When the two men on the compass come together upon the same space, the first comer is displaced, and sent back to the square marked N. If the two men come together upon the square marked N., the last comer takes another spin.

5. If a player cannot move his expedition in the direction as shown by his small man, he loses that move.

6. The expedition first reaching the North Pole, wins the game.

NOTE.—The game may be lengthened and varied by always using the number at the point of one of the arrows, agreed upon at the beginning, instead of making choice of either arrow, after each spin.