

DIRECTIONS

FOR

Playing the New Games

OF

AMBUSCADE,

BOUNCE, and

CONSTELLATION.

Three games in one Board. Each played upon a separate design made expressly for the game.

These games are emphatically novelties, and contain many entirely new points of absorbing interest.

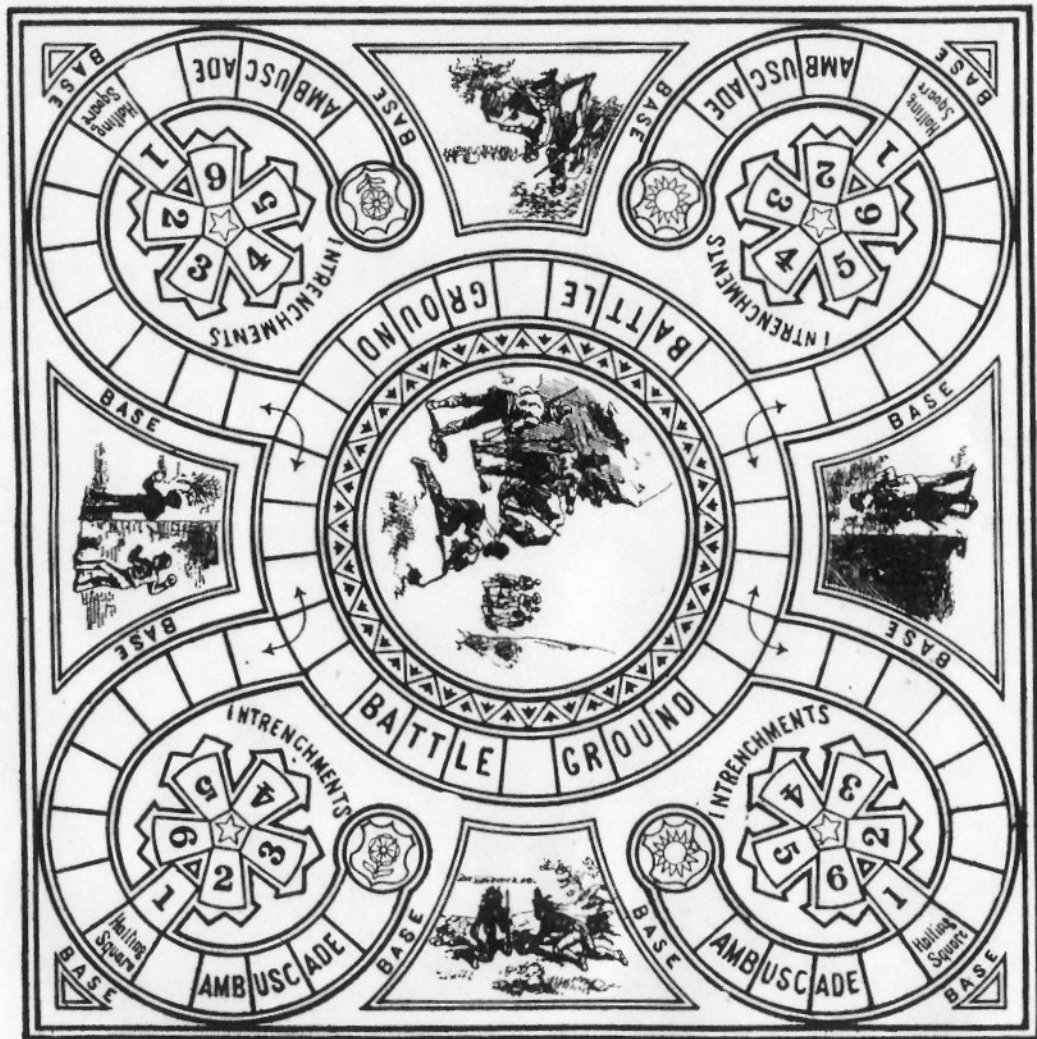
McLOUGHLIN BROTHERS,
NEW YORK.

GAMES.

The proper way to learn a new game is to read the directions through carefully, so as to get a good general idea of it. This being done, spread out the board and men, and then read them again by paragraphs, stopping after each to apply the rule or principle it contains.

All who propose to join in the game, should join in doing this; as the interchange of views that naturally follows, tends to bring out the exact meaning and application of the paragraph.

There is no good game before the public whose directions are not more or less complex, and a lack of fullness or detail often makes a really good game seem like a poor one. All the popular games that have survived from olden times, require almost as much space for their directions as may be found in an ordinary sized story book. In this category can be placed Chess, Checkers, Whist, Euchre, Cribbage, Base Ball, Croquet, and nearly the whole list of popular games.



Folded SLIP COVER BOARD
 LIKE A BOOK. BEAUTIFUL
 COLOR LITHO.

GAME OF THE AMBUSCADE.

FOR TWO OR FOUR PLAYERS.

IMPLEMENTS.—The Indicator and four sets of six pieces, each set of a different color.

THE BOARD.—The large central circle of squares is called the Battleground. The four adjoining circular lines of squares at the corners are called the Bases. The six numbered squares enclosed by the Bases are called the Intrenchments. The first space of each Base contains either a flower or a star. These serve to designate the goals of the players. These emblematic spaces, with the five following plain ones, form the Ambuscades. The Ambuscades should not be confounded with the Intrenchments. (*See Diagram.*)

DIRECTIONS FOR PLAYING.

When but two play, they each use one of the sets of six pieces. If four play, they use four pieces; each four being of a different color.

Play in turn by the spin of both arrows of the Indicator.

One piece may be moved for the whole spin, or two pieces may be moved—one for each arrow.

When but two play, they start from Ambuscades whose emblematic spaces are alike.

The pieces are first entered in the Ambuscades as in Russian Backgammon, counting from, and including the emblematic space. One piece is entered for each arrow.

EXAMPLE.—With a spin of 5 and 6, put one piece upon the fifth, and another upon the sixth square.

A player cannot advance his pieces until they are all entered; neither can he move any of his pieces until he has entered any that may have been displaced or sent back.

Doublets count double the ordinary spin, and occur when both arrows point to the same number. In *entering*, doublets count as ordinary spins.

The object of each player is to get into the Intrenchments of the player whose base begins with the same emblematic space as his own.

In moving from a Base into the Battleground, follow the direction of the arrow. This leads toward the Base of the player who is your particular opponent; but you must pass his Base, and make the circuit of the Battleground. Upon reaching his Base the second time, you enter it and pass into the Intrenchments, subject of course to the various checks and impediments arising during the play.

Whoever first gets all his pieces into the Intrenchments of his opponent, wins the game.

RULES.

No two opponent pieces can occupy the same square at the same time; but any two pieces of the same player can occupy together any square, except the "Halting" one in his corner of the board.

When two opponent pieces meet upon the same square, the first comer is displaced by the last one, and the piece is removed from the board, to be re-entered as at first.

Any two pieces of the same player upon the same square cannot be displaced.

If a player cannot move except to a square containing two pieces, his move is lost

Before any piece can be moved into the Intrenchments it must occupy the square directly opposite the corner of the board, and adjoining the one of the Intrenchments numbered 1. This is called the "Halting" square, because of the halt that is made there. From this square the piece is moved to the numbered one corresponding to the spin.

After getting into the Intrenchments, it may sometimes be advisable to move therein; in which case the squares must be passed over in the order of their numbers, as from 1 to 6; but not from 6 to 1, &c.

A player cannot enter any Base except the one beginning with the same emblematic design as his own, nor can he enter the Ambuscade thereof.

When a player's piece has made the circuit of the Battleground, and is nearing the Base of its particular opponent, the piece should be turned over, to distinguish it from those just starting out.

NOTE.—Each player will find it to his advantage to keep one or two of his pieces back in his Ambuscade, in order to catch his opponent as he enters the Intrenchments.

When two pieces of a player occupy a square in the Intrenchments, or the halting square, they are very liable to block the way of his other pieces. Hence these points should be carefully watched, or a temporary advantage may turn out a disastrous move.

GAME OF CONSTELLATIONS.

FOR TWO PLAYERS.

IMPLEMENTS.—Twelve pieces, or two sets of six for each player, and the Indicator.

THE BOARD contains two large six pointed stars surrounded by twelve spaces, consisting of stars and circles alternating with each other.

THE OBJECT OF EACH PLAYER is to get two of his pieces upon each point of his opponent's star.

DIRECTIONS FOR PLAYING.

Put two pieces upon each point of the star at your end of the board.

Play in turn, according to the spin of the Indicator

One piece is moved for each arrow, over as many spaces as are shown by the number at its point.

Each of the spaces surrounding the stars, and also the points of the stars themselves, *when moving on to them*, count as a space in playing the game.

The pieces are moved out from the points of the stars via the circular spaces at the point, as far in either direction as required

by the spin; but one piece may be moved one way, and the other the other, at the option of the player.

The course of a player is from the points of his star to the surrounding spaces, thence via the two adjacent stars at the centre of the board to his opponent's side.

A player must move two of his pieces for each spin. He must also move the two pieces from any point upon his star at the same time. Therefore it follows, that when he has but one piece upon the spaces, he cannot move that piece.

No two opponent pieces can occupy the same space at the same time, and only two pieces of the same player may do so.

When, by any move, two opponent pieces would come together, and no other move can be made, that move is lost. So also, when a player can only move to a space already occupied by two of his own men.

Each piece must be entered upon the opponent's star by a spin that will carry the piece exactly to the point in view.

The pieces may be moved in either direction around the spaces.

The player who first gets all of his pieces upon the points of his opponent's star, (two pieces upon each point) wins the game.

RIVAL SOLITAIRE.

FOR TWO PLAYERS.

IMPLEMENTS.—Twelve pieces, or two sets of six for each player, and the Indicator.

THE BOARD contains two large six pointed stars, surrounded by twelve spaces, consisting of stars and circles alternating with each other. Each player confines his moves to the star and spaces at his end of the board.

THE OBJECT OF THE PLAYER is to cover each of the twelve spaces around his star with pieces, and to get them there by the proper moves.

DIRECTIONS FOR PLAYING.

Put two pieces upon each point of the star at your end of the board.

Play in turn, according to the spin of the Indicator.

One piece may be moved for the whole spin, or two pieces—one for each arrow.

The pieces cannot be moved from point to point on the stars; but must be moved out via the circular spaces at the point, as far in either direction, as required by the spin.

Each space is counted in moving, beginning with the circular ones at the points of the stars.

No two pieces can occupy the same space.

When a player has no space vacant which he can occupy by moving from his star according to his spin, he must move one of the pieces already upon the spaces. This is done by moving any piece that will pass over the requisite number of spaces to any space that may be vacant.

The player who first succeeds in covering all the spaces around his star, wins the game.

The Game of BOUNCE.

FOR TWO, THREE, OR FOUR PLAYERS.

IMPLEMENTS.—The Indicator, and a set of three pieces for each player; each set being of a different color.

THE BOARD contains three different series of spaces, viz: A central series, which consists of eighteen Points; a middle series which consists of eighteen Circles, four of which join the points and are called Star Circles; And an outer series which consists of the line of Squares around the margin. Each of these three series is used in playing the game.

DIRECTIONS FOR PLAYING.

Each player places two pieces upon the "Home" square in his right hand corner, and one piece upon the adjacent circle in the middle series of spaces.

Spin and move in turn. Move only by the numbers at the point of the top arrow, except in case of a *double spin*, explained below.

For each spin made by a player, he moves two of his pieces, viz: the one upon the Circles or middle series of spaces, and either one of the two upon the series of Squares. Both of these he moves over as many spaces as are indicated by the top arrow.

The pieces upon the Squares are moved only once around the board, their goal being the Home square.

The pieces upon the Circles continue moving around this series of spaces unless bounced, until the end of the game.

Players starting from opposite or diagonal corners of the board move toward each other; that is, one player moves to the right and the other to the left.

Two opponent pieces cannot occupy either the same circle, or the same square at the same time.

When two opponent pieces come together upon the SAME SQUARE, the first comer is displaced and sent back to his Home to start again.

But if the two pieces of a player occupy the same square, they cannot be displaced.

When two opponent pieces come together upon the SAME CIRCLE, the first comer is Bounced, or set off upon the adjacent point.

When a piece is bounced, its owner loses his right to move his pieces upon the Squares, and they must remain where they are, until he has got the bounced piece back upon the Circles.

A bounced piece is moved over the Points in the same manner as it is moved over the Circles, except that it is moved by the spin of both arrows, which is called a double spin.

Whenever the owner of a bounced piece, by moving it for either one of the arrows, brings it upon a point connecting with a star circle, he may for his other arrow move the piece to the Circle. But if he arrives at the point by moving the piece for both arrows, he remains there until his next play. Thereupon he moves the bounced piece to the Circle, and at the same time moves either of the pieces upon the Squares, in the same manner as before his piece was bounced.

If two bounced pieces come together upon the same point, the last comer is set off upon the adjacent circle, thereby regaining his position upon the middle series of spaces.

The object of a player is to move his pieces upon the Squares around the board, and bring them back to his "Home" by the exact spin.

When approaching the Home Square, any spin that would carry a piece beyond it, is lost.

The player who first gets both of his pieces upon his Home Square, wins the game.