

12 GAME-COMBINATION-BOARD

TAKE OFF
FOR ANY NUMBER OF PLAYERS
Lay counters along side the numbers at edge of board. Each player spins the dial using only the large numbers. The object is to take off any two counters that equal the exact sum of the number spun. If no two numbers equal the spin, the play is lost. Only two counters may be taken off at a play. The winner is the one who has the most counters when all are removed.

ODD OR EVEN
ANY NUMBER MAY PLAY THIS GAME
Each player takes an equal number of counters placing one on the home spot. Players spin the dial in turn. If the number is odd, 1-3-5, he takes 1 counter from the center. If the number is even, 2-4-6, he puts in 1 counter. When one player is out of counters, the game is ended. Player having the most wins. If all counters are removed from the center during the game, all players must put in 1.

GAME OF INDIA
FOR TWO THREE OR FOUR PLAYERS
IMPLEMENTS—One dial and 16 Colored Men. Four each of Four Colors. Each player uses four men of a color.

AUTO RACE GAME
A GAME FOR TWO TO FOUR PLAYERS. PLAYED ON THE CIRCULAR COURSE
IMPLEMENTS—One six pointed dial and four colored men representing the Auto's. Each player uses a different colored man.

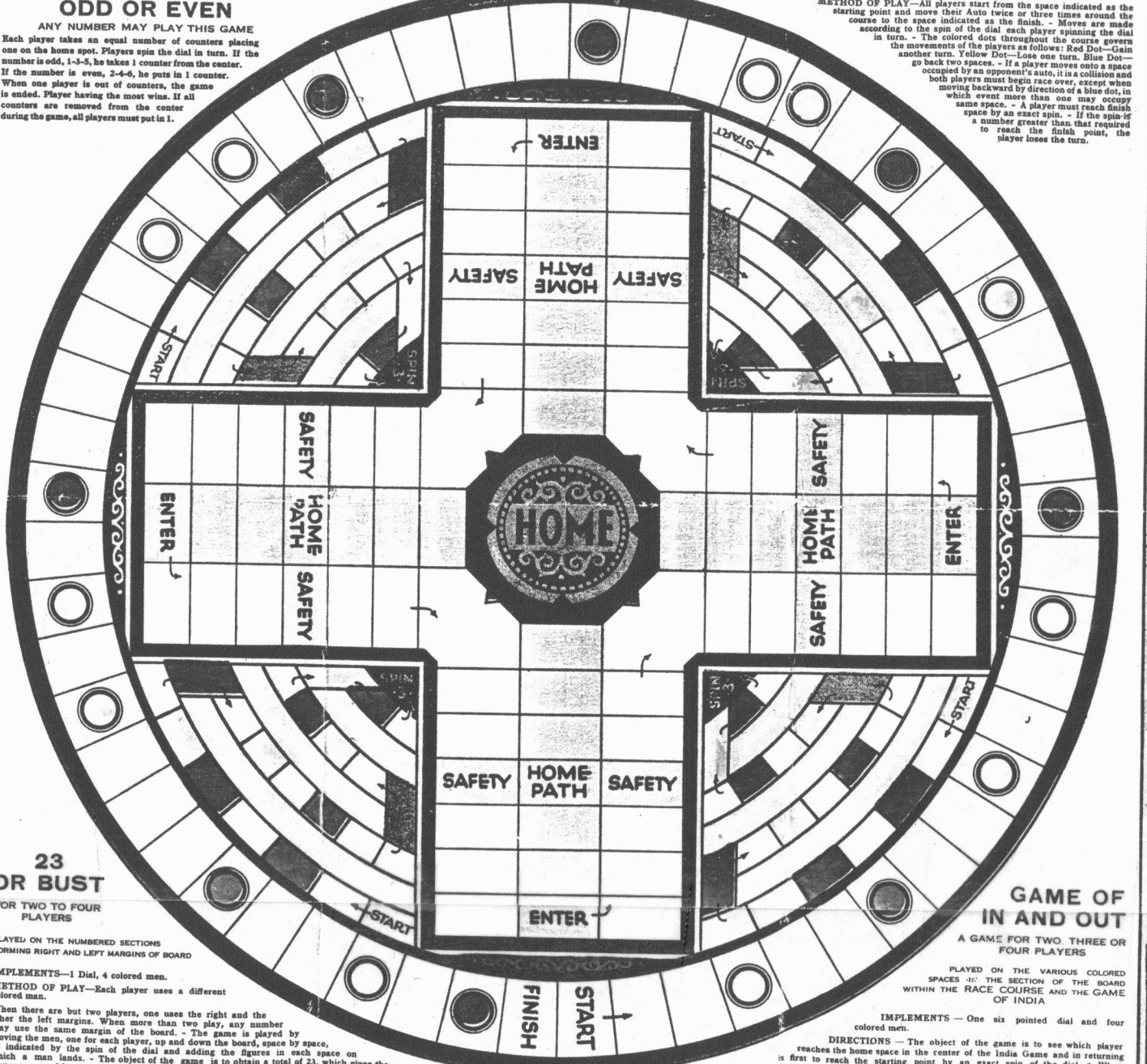
METHOD OF PLAY—All players start from the space indicated as the starting point and move their Auto twice or three times around the course to the space indicated as the finish. Moves are made according to the spin of the dial each player spinning the dial in turn. The colored dots throughout the course govern the movements of the players as follows: Red Dot—Gain another turn. Yellow Dot—Lose one turn. Blue Dot—go back two spaces. If a player moves onto a space occupied by an opponent's auto, it is a collision and both players must begin race over, except when moving backward by direction of a blue dot, in which event more than one may occupy same space. A player must reach finish space by an exact spin. If the spin is a number greater than that required to reach the finish point, the player loses the turn.

23 OR BUST
FOR TWO TO FOUR PLAYERS
PLAYED ON THE NUMBERED SECTIONS FORMING RIGHT AND LEFT MARGINS OF BOARD

IMPLEMENTS—1 Dial, 4 colored men.
METHOD OF PLAY—Each player uses a different colored man.

When there are but two players, one uses the right and the other the left margins. When more than two play, any number may use the same margin of the board. The game is played by moving the men, one for each player, up and down the board, space by space, as indicated by the spin of the dial and adding the figures in each space on which a man lands. The object of the game is to obtain a total of 23, which gives the player a score of five points for so doing. The player first to obtain a score of 50 points wins the game. Should the spin of the dial cause a player to move to a space the number on which added to this previous total exceeds 23, he is "Busted," and must begin over. Play is started from the bottom of the board and moves are made in turn as soon as

IMPLEMENTS—One six pointed dial and four colored men.
DIRECTIONS—The object of the game is to see which player reaches the home space in the center of the India Game and in returning is first to reach the starting point by an exact spin of the dial. When there are four players, one uses an orange man, one uses a yellow man, one uses a green man and the other a blue man. Each player starts from one of the spaces indicated in each of the four sections. No player can start until he spins a five. The other players follow in turn as soon as



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ODD OR EVEN

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GAME OF INDIA

FOR TWO THREE OR FOUR PLAYERS

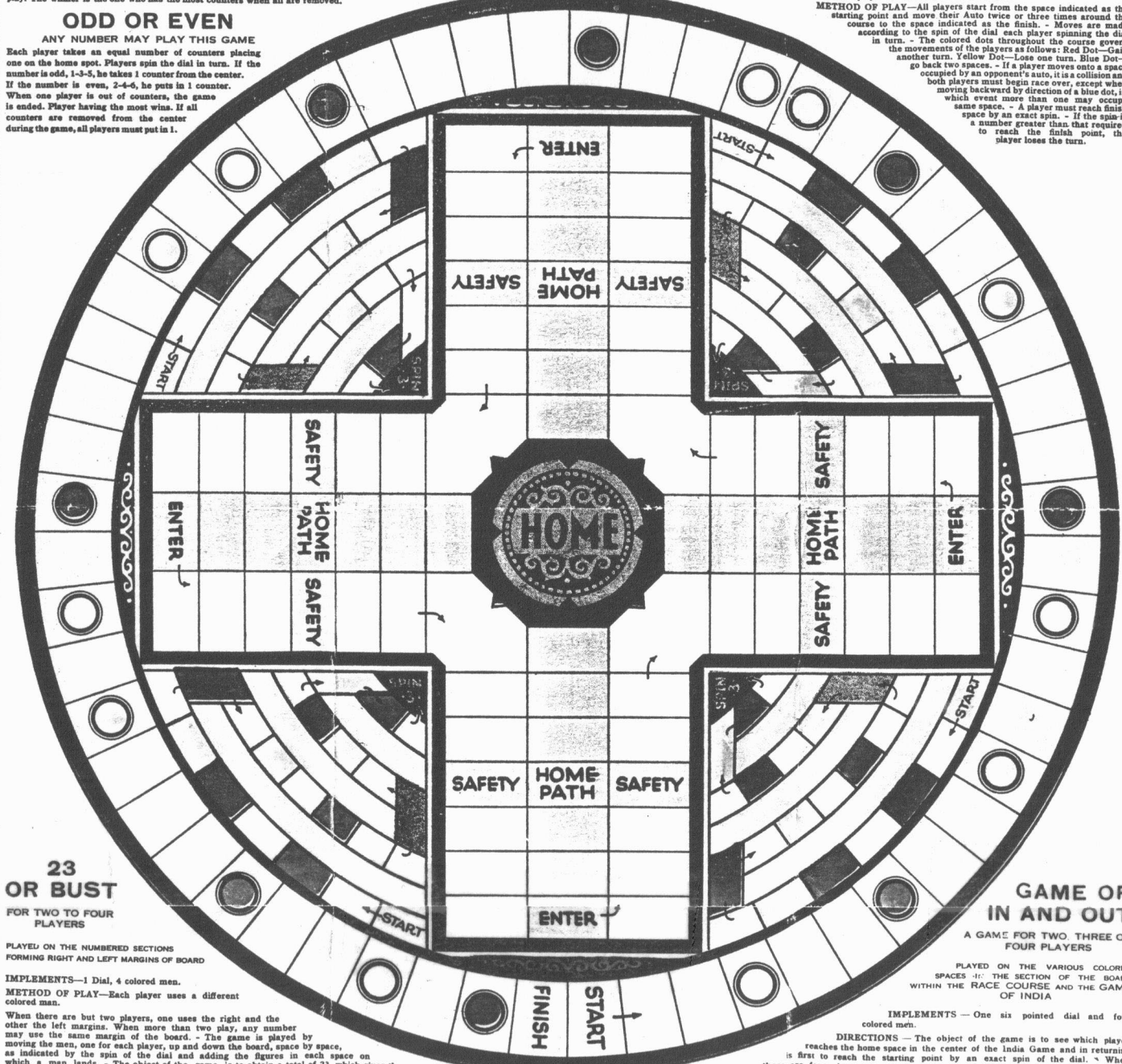
IMPLEMENTS—One dial and 16 Colored Men. Four each of Four Colors. Each player uses four men of a color.

AUTO RACE GAME

A GAME FOR FROM TWO TO FOUR PLAYERS, PLAYED ON THE CIRCULAR COURSE

IMPLEMENTS—One six pointed dial and four colored men representing the Auto's. Each player uses a different colored man.

METHOD OF PLAY—All players start from the space indicated as the starting point and move their Auto twice or three times around the course to the space indicated as the finish. - Moves are made according to the spin of the dial each player spinning the dial in turn. - The colored dots throughout the course govern the movements of the players as follows: Red Dot—Gain another turn. Yellow Dot—Lose one turn. Blue Dot—go back two spaces. - If a player moves onto a space occupied by an opponent's auto, it is a collision and both players must begin race over, except when moving backward by direction of a blue dot, in which event more than one may occupy same space. - A player must reach finish space by an exact spin. - If the spin is a number greater than that required to reach the finish point, the player loses the turn.



23 OR BUST

FOR TWO TO FOUR PLAYERS

PLAYED ON THE NUMBERED SECTIONS FORMING RIGHT AND LEFT MARGINS OF BOARD

IMPLEMENTS—1 Dial, 4 colored men.

METHOD OF PLAY—Each player uses a different colored man.

When there are but two players, one uses the right and the other the left margins. When more than two play, any number may use the same margin of the board. - The game is played by moving the men, one for each player, up and down the board, space by space, as indicated by the spin of the dial and adding the figures in each space on which a man lands. - The object of the game is to obtain a total of 23, which gives the player a score of five points for so doing. - The player first to obtain a score of 50 points wins the game. - Should the spin of the dial cause a player to move to a space the number on which added to this previous total exceeds 23, he is "Busted," and must begin over. - Play is started from the bottom of the board and moves are made upward. If a player fails to obtain a total of 23 before reaching the top of the board, he continues backward to the starting point and then upwards if necessary. - To illustrate the method of scoring, suppose a player spins a four, moving four spaces he obtains 3. On his next spin a 6, moving 6 spaces, he obtains 2 making 5. On his next spin he gets 6, moving 6 spaces he obtains 6 making a total of 11 and so on. - When a player obtains a total of 23, he calls out "score". All players then begin over regardless of the number they may have obtained.

GAME OF IN AND OUT

A GAME FOR TWO, THREE OR FOUR PLAYERS

PLAYED ON THE VARIOUS COLORED SPACES IN THE SECTION OF THE BOARD WITHIN THE RACE COURSE AND THE GAME OF INDIA

IMPLEMENTS—One six pointed dial and four colored men.

DIRECTIONS—The object of the game is to see which player reaches the home space in the center of the India Game and in returning is first to reach the starting point by an exact spin of the dial. - When there are four players, one uses an orange man, one uses a yellow man, one uses a green man and the other a blue man. - Each player starts from one of the spaces indicated in each of the four sections. No player can start until he spins a five. The other players follow in turn as soon as they spin five. Each time a player fails to spin the number necessary to start he loses that turn. Each space counts one in moving. Players move as many spaces as the spin of the dial indicates, following the track as indicated by the arrows until they reach the space marked "Spin 3," which must be reached by an exact spin. Each player must then spin 3 to land in the home space, or use a turn until they do. - Players must likewise spin 3 before they can leave the home space on the return, which places them in the section of the board "Spin 3" again, from which space they cannot move until they spin another 3, losing a turn until they do so.