While Conette is a fascinating table game, none better, there are times when something different may be required for variety. If you want a game for use the whole year, outdoors in summer and indoors in winter, try MAGIC HOOPS or PITCH-A-RING, price $1.00 each. If in search of something to busy a child, buy our STORY SEWING CARDS or the COMBINATION STENCILS, price of either 25 cents. If something for Sunday is wanted get WHO KNOWS? Scripture questions and answers, price 10 cents, or the elaborate BIBLE PANORAMA, price $1.00. All the above have been thoroughly tested and we have many more which could be mentioned. We invite you to go to the nearest store selling such goods and examine them.

All these as well as Conette published by

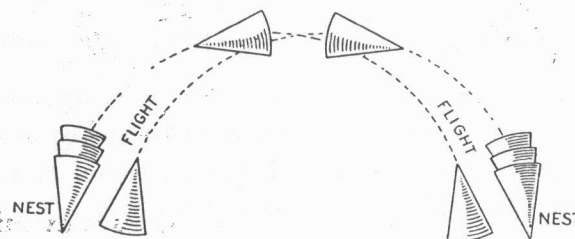MILTON BRADLEY CO., Springfield, Mass.
11 E. 16th St. NEW YORK. 514 Grand Building, ATLANTA.
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THE LATEST AND BEST
HOME GAME.

THE GAME OF CONETTE.
(PRONOUNCED CONE-ET.)

This game is unique in principle and method and its success since its introduction to the public has been phenomenal.

While the rules of the game can be very easily learned, great dexterity in playing may be acquired and many novel and interesting features developed.

Conette most happily combines the elements of chance and skill, and possesses the charm of complete novelty in apparatus as well as in method of play. While simple enough to attract the beginner, the delicate touch, correct eye and steady nerves acquired by constant practice make it interesting and beneficial to young and old alike.

For social gatherings it furnishes a new and attractive feature and Conette parties have taken the place of gatherings heretofore devoted to other and older games.

The flight and nesting of the cones, where a number of players engage in a game, is exceedingly interesting, and often surprising, to the would-be winners. As a solitaire it has no superior.

The material appliances of this game consist of the Box-net, two Traps and a set of loaded Cones in two colors, as represented in Fig. 1.
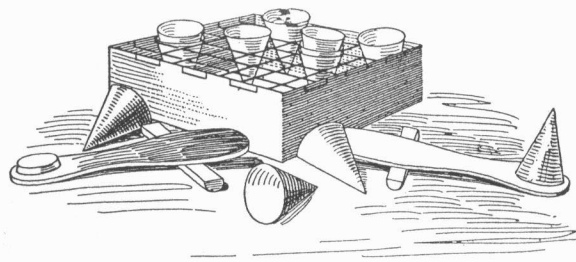
Two Styles—25 and 50 cents.

Fig. 1.

Several cones are shown in the box-net as they might appear at the end of a game. On the trap at the right a cone is shown in position to be played.

DIRECTIONS FOR PLAYING.

Place the box-net on the table central between the players with the traps once their length away from the net as shown in Fig. 2.

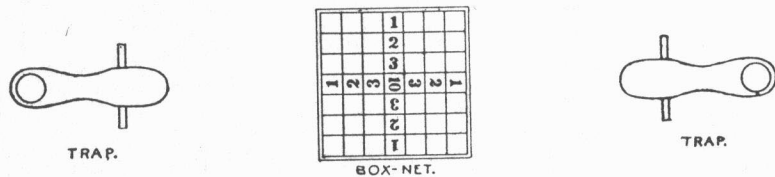TRAP.   BOX-NET.   TRAP.

Fig. 2.

Each player chooses cones, all of one color. To play, place a cone over the button at the outer end of the trap and strike lightly with the finger or fingers upon the inner end of the trap. A correct stroke throws the cone into the center mesh of the net.

In making the shot the hands are best placed as shown in Fig. 3, the finger of the left hand upon the cross
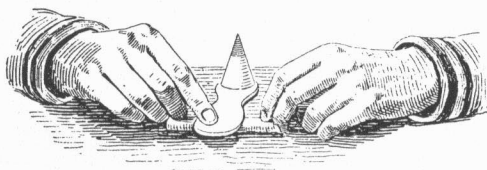

Fig. 3.

bar of the trap, the stroke being made with the finger or fingers of the right hand; or the striking hand only may be used, in which case the trap must be lined toward the center of the net before each shot.

When a cone lands flat upon the net, it must at once be removed by its player and played again, as a part of that turn.

Players shoot one cone each in turn; when all the cones have been played the round is ended, and the count is taken as follows:

Each cone falling in the center square of the net counts 10, those in the row of squares next outside the center square 3 each, the next row 2 each, and in the outer row 1 each, as indicated on the bottom of the box, where three concentric hollow squares surround the center square. When a number of cones are nested together the player of the top cone holds the count of all the cones in the pile or nest.

Cones which bound off the net are rated as miss shots, do not count and cannot be played again in that round.

The rounds of play continue until one player has a total count of 100, or the game may be limited to any number of rounds agreed upon before beginning to play, in which case the highest total count wins.

The above rules are for two players. When a larger number play each player must have a set of cones of a distinctive color, and preferably a trap although the traps may be passed around.

Also by dividing the cones four players may join in a game with only two traps and two colors of cones, in which case the two players having cones of like color will play as partners.

Extra Cones 12 cents per dozen. Extra Traps 5 cents each.