

Junior Combination Board

Milton Bradley
1927

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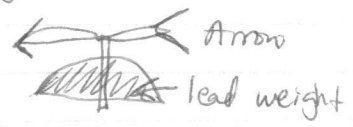
Great lead spinner - play on board



17 x 8 1/2"

Camels, Arabs playing games & Ship
on cover

Play 12 games



BOOK OF RULES
FOR THE
JUNIOR
COMBINATION
BOARD

LIST OF GAMES

India, Johnny Jumps, Railroad Game,
Puss in the Corner, Fortune Telling.
Checkers, Cornering the Pig,
Steeplechase, Bicycle Race,
Hop, American Corners,
Yacht Race.

MILTON BRADLEY COMPANY
Springfield, Massachusetts
"Makers of the World's Best Games"

*THE FIRST FIVE GAMES ARE PLAYED ON THE
"PUSS IN THE CORNER" SIDE OF THE BOARD*

GAME OF INDIA

TWO, THREE OR FOUR PLAYERS

OBJECT. Each player strives to get his four men from his starting point to the HOME in the center of the board. The starting place for each player is the nearest green and red space on his right. The route followed in going home is around the blue and white road in the direction shown by the arrows, to the entrance to HOME just preceding his starting place.

IMPLEMENTS are four round discs of a color for each player, and the spinner which is placed over the black spot on the indicator in the corner of the board and the outside blue circle of figures is used.

FIRST TURN. The players spin for first turn, the one securing the highest number having the first turn. The player to the right of the winner has second spin and so on around the board.

RULES. (1) No player can put a man in play on his starting point until he spins a five. If a "Double six" is spun two men may be put into the game.

(2) When any figure but a "Double 6" is spun one man is moved forward the indicated number of spaces, but when "Double 6" is spun any four men may be moved six spaces each, any two men twelve spaces each or any one man twenty-four spaces. When it is impossible for a player to move his man or men the full number of spaces to which he is entitled, his turn is lost.

(3) No red and green space may be occupied at the same time by men of more than one color. Men on these spaces are not liable to capture.

(4) If a man can be moved to a blue or white space, occupied by an opponent, the opponent is captured or put out of play. He enters the game again as indicated by Rule 1. Spaces at the foot of the roads to "HOME" rank the same as blue or white spaces.

(5) Two men of the same color may occupy the same space. They form a blockade and may not be captured or passed by any other man. A player may not block his own men. If no other man is available to move, one or both of his blockading men must be moved.

(6) Home must be entered by an exact spin.

GAME OF JOHNNY JUMPS

TWO, THREE OR FOUR PLAYERS

OBJECT. The object of the game is to see which Johnny Jumper can travel most quickly over the L shaped rows of red circular spaces, using the circle at the foot of the red road to pass from one set of circles to another.

IMPLEMENTS. Each player chooses one counter to be his Johnny Jumper. The spinner is placed over the black spot on the indicator in the corner of the board, and the inside ring, numbered 1, 2, 3 and 4 is used.

FIRST TURN. The players spin for first turn, the one securing the highest number having the first move.

RULES. (1) Each player chooses a circle at the foot of a red road as his start and finish point, and starts his circuit by moving to the right.

(2) The number spun determines the number of circles advanced each turn.

(3) Each circle at the foot of a red road must be reached by an exact spin.

(4) Each player who spins the same number twice in succession has an extra spin.

(5) No two players can occupy the same circle. The turn is lost to a player whose spin brings him to the same circle occupied by another.

THE RAILROAD GAME

TWO PLAYERS

OBJECT. The object of the game is to see which train can leave its station, go on a journey, and return to its station first. The train starting from Station 1 must switch when reaching the purple dot and go in the reverse direction. The train from Station 2 goes straight ahead on reaching the purple dot, but it will have to switch and reverse to enter its station at the end of the journey.

IMPLEMENTS. Each player selects an implement to represent his train. The spinner is placed over the black spot on the indicator in the corner of the board and the center ring of green-red and white spaces is used.

FIRST TURN. The player first spinning a red has the first turn.

RULES. (1) A player may move only from one signal or colored dot to another at a turn.

(2) A player cannot move unless he spins the color of the next dot. Should he spin any other color, or white, he loses his turn. Purple spots count as red. For example: A train standing on a green signal, with red the color of the next spot cannot move until red is spun.

(3) Only one train may move on a single track (solid color) road at a time.

(4) Roads colored half white and half blue are used by both trains.

(5) The first train reaching a switch (Purple Spot) has the right of way, and the other train must wait until it has spun the right color and moved on to the next spot.

NOTE—The game may consist of several journeys, instead of one, if the players so agree.

GAME OF PUSS IN THE CORNER

THREE TO FIVE PLAYERS

This game is played in the corners having pictures of cats in them.

OBJECT. One player called "OUT PUSS," who is without a corner, keeps his hand near the circle marked "HOME," and tries to secure a corner by touching the hand of one of the players while corners are being exchanged. The player who has been "OUT PUSS" the least in a given length of time wins the game.

IMPLEMENTS. Each player selects one piece to represent his cat.

RULES. (1) The players decide which one is to be "OUT PUSS" at the start of the game.

(2) Players try to exchange pieces by sliding their pieces over the board from one corner to another.

(3) "OUT PUSS" may secure a corner either by touching the hand of a player pushing a piece from corner to corner or by touching a piece, not held by the player, when it is outside a corner.

(4) In sliding, a piece must never be lifted from the board.

GAME OF FORTUNE TELLING

TWO OR MORE PLAYERS

OBJECT. The object of the game is to get a peep into the future of the players.

IMPLEMENTS. The playing cards printed in four groups around the edge of the board and the questions and answers in this book are used in playing this game.

FIRST TURN. One player acts as fortune teller and holds the book; the others, one at a time, have their fortunes told.

RULES. (1) Each player selects a group of cards from which his fortune will be told. The questions applying to his group are found under the corresponding group number in the directions.

(2) The fortune teller will read the questions in rotation and the player whose fortune is being told will choose for each question a card of the corresponding group.

GROUP I OF QUESTIONS

1. Shall I be lucky in life?
2. Will my family life be happy?
3. What shall I be doing ten years hence?

To obtain answers to these questions, the player will choose, for each one, any card of the first nine cards, beginning from the small circle marked "Start," and counting to the left. The fortune teller will read from the book the answers given by the chosen cards to the questions asked.

For example, the fortune teller having read the first question, the other player chooses, let us say, the Four of Spades. The answer given by that card to the first question, "Poor luck on the whole," is read by the fortune teller, who then goes on to read the next question.

MEANING OF THE CARDS IN GROUP I

Three of Hearts.—Ques. 1. Yes, very.

Ques. 2. Yes.

Ques. 3. Making trouble.

Nine of Hearts.—Ques. 1. No.

Ques. 2. Moderately so.

Ques. 3. Looking out for others.

Eight of Clubs.—Ques. 1. Moderately.

Ques. 2. If you rule your temper.

Ques. 3. Going on a long journey.

Four of Spades.—Ques. 1. Poor luck on the whole.

Ques. 2. It all depends on yourself.

Ques. 3. Riding in your car.

Nine of Spades.—Ques. 1. Yes, if you watch out.

Ques. 2. Yes, quite happy.

Ques. 3. Little harm and much good.

Seven of Hearts.—Ques. 1. More luck than you deserve.

Ques. 2. Yes, very happy.

Ques. 3. Helping others.

Nine of Diamonds.—Ques. 1. Luck will be snatched from you.

Ques. 2. Avoid tension and see the change.

Ques. 3. Pulling yourself together.

Three of Diamonds.—Ques. 1. Yes, but be wise.

Ques. 2. Yes, happy enough.

Ques. 3. Having a royal time.

Eight of Hearts.—Ques. 1. Some—don't trust to it.

Ques. 2. Yes, if you are not too exacting.

Ques. 3. Causing misery to others.

GROUP II OF QUESTIONS

4. What will be my condition in old age?

5. What is my principal virtue?

6. What should I try to overcome in myself?

To obtain answers to these questions, the player will choose, for each one, any card in the group beginning with the small circle marked 2 and ending with the King of Hearts. The fortune teller will read from the book the answers to the questions.

MEANING OF THE CARDS IN GROUP II

- King of Clubs.—Ques. 4. Cranky.
 Ques. 5. Faithfulness.
 Ques. 6. Temper.
- Ten of Clubs.—Ques. 4. Respected.
 Ques. 5. Strength of character.
 Ques. 6. Narrow-mindedness.
- Four of Diamonds.—Ques. 4. Beloved.
 Ques. 5. Unselfishness.
 Ques. 6. Hesitation.
- Queen of Spades.—Ques. 4. Very happy.
 Ques. 5. Gentleness.
 Ques. 6. Lack of decision.
- Five of Diamonds.—Ques. 4. Well cared for.
 Ques. 5. Open-handedness.
 Ques. 6. Faithlessness.
- Five of Clubs.—Ques. 4. Forgotten.
 Ques. 5. Morality.
 Ques. 6. Lack of charity.
- Six of Clubs.—Ques. 4. Lonely.
 Ques. 5. Sternness.
 Ques. 6. Cold-heartedness.
- Queen of Clubs.—Ques. 4. Happy and contented.
 Ques. 5. Kindness.
 Ques. 6. Lack of discrimination.
- Seven of Spades.—Ques. 4. Quiet and peaceful.
 Ques. 5. Cheerfulness.
 Ques. 6. Foolishness.
- King of Hearts.—Ques. 4. Full of honors.
 Ques. 5. Fine character.
 Ques. 6. Vanity and conceit.

GROUP III OF QUESTIONS

7. Where shall I find happiness?
8. What am I unreasonable about?
9. What must I dread?

To obtain answers to these questions, the player will choose for each one, any card in the group beginning with the small circle marked 3, counting to the left, and ending with the King of Spades. The fortune teller will read from the book the answers to the questions.

MEANING OF THE CARDS IN GROUP III

- Four of Clubs.—Ques. 1. In unselfishness.
 Ques. 8. Yourself.
 Ques. 9. Your own temper.
- Jack of Hearts.—Ques. 7. In virtue.
 Ques. 8. Others' faults.
 Ques. 9. Your own faults.
- Eight of Diamonds.—Ques. 7. In charity.
 Ques. 8. What can't be helped.
 Ques. 9. Treachery.
- Queen of Diamonds.—Ques. 7. In thinking of others.
 Ques. 8. Your friends' troubles.
 Ques. 9. Woman.
- Five of Hearts.—Ques. 7. In love of others.
 Ques. 8. Lack of money.
 Ques. 9. Unrequited love.
- Two of Diamonds.—Ques. 7. In thoughtful acts.
 Ques. 8. Other's failings.
 Ques. 9. Untrue friendship.
- Jack of Spades.—Ques. 7. Among the poor.
 Ques. 8. Conditions of life.
 Ques. 9. Yourself your enemy.
- Ace of hearts.—Ques. 7. In the battle of life.
 Ques. 8. Everything.
 Ques. 9. Unevenness of temper.
- Eight of Spades.—Ques. 7. In work for others.
 Ques. 8. Having your own way.

Ques. 9. Your own faults.

King of Spades.—Ques. 7. In forgetting yourself.

Ques. 8. Over-reaching others.

Ques. 9. Nothing at all.

GROUP IV OF QUESTIONS

10. What qualities should I cultivate?

11. What is my real disposition?

12. What do I think of myself?

To obtain answers to these questions, the player will choose for each one a card in the group beginning with the small circle marked 4, counting to the left, and ending with the small circle marked "end." The fortune teller will read the answer to each question.

MEANING OF THE CARDS IN GROUP IV

Six of Spades.—Ques. 10. Unselfishness.

Ques. 11. Hard to please.

Ques. 12. Indifferent to self.

Ace of Clubs.—Ques. 10. Kindliness.

Ques. 11. Hard.

Ques. 12. Quite well pleased.

Seven of Clubs.—Ques. 10. Charity of mind.

Ques. 11. Rocky.

Ques. 12. Always anxious.

Queen of Hearts.—Ques. 10. Moderation.

Ques. 11. Too soft and lazy.

Ques. 12. Don't give the matter much thought.

Two of Hearts.—Ques. 10. Patience.

Ques. 11. Good.

Ques. 12. Well satisfied.

Jack of Clubs.—Ques. 10. Firmness.

Ques. 11. All over the place.

Ques. 12. Couldn't be improved.

Ten of Hearts.—Ques. 10. Insight.

Ques. 11. Over indulgent.

Ques. 12. Not so bad.

Seven of Diamonds.—Ques. 10. Steadiness of purpose.

Ques. 11. Well balanced.

Ques. 12. Not self-deceived.

WISHING.—Let the player make a wish. Then choose a card at random. From this count every fourth card all around the board. If the majority are red, the wish will be granted; if black, the wish will not be granted.

THE FOLLOWING SEVEN GAMES ARE PLAYED ON THE CHECKER-BOARD SIDE OF THE BOARD.

GAME OF CHECKERS

TWO PLAYERS

OBJECT. The object of the game played on the two-colored board of sixty-four squares, is to see which player can capture the most men, or force his opponent's men into such a position that they cannot be played.

IMPLEMENTS. The implements are twenty-four checkermen—twelve of one color and twelve of another.

FIRST TURN. The players spin for first turn, the one securing the highest number having the first move.

RULES. (1) Each player places his men on the twelve red squares at his own end of the board.

(2) Each player in turn moves one of his men toward his opponent to the right or left, using the red squares only.

(3) The men can move only forward and only one square at a time, except as provided in rules 5 and 6.

(4) A man on reaching the farthest line of squares (or King Row) on the board, becomes a "KING" and is "CROWNED," that is, made double by placing an extra man on the top.

(5) A King may move either forward or backward diagonally.

(6) A man may jump an opponent's man, provided the opponent occupies a square to which the jumping man could move if it were vacant, and there is a vacant square in the same diagonal line beyond the jumped man. A turn continues as long as opponent men are found in a position to be jumped or until the King Row is reached. (See Rule 7.) Any man jumped over in the method just described is removed from the game.

(7) A King may continue to jump in the same turn, as long as the opportunities exist, whether or not it touches the King Row during the jumps.

(8) A King may jump any other man or King as opportunity offers, but a man may jump a King only when it is possible to do so by moving forward, on his way to the King Row.

(9) A player must capture a man or men belonging to his opponent, wherever possible. Should he neglect to do so, he may be "HUFFED," that is, his opponent may, as penalty, remove from the board the man who should have made the capture.

(10) When two opportunities to capture men are offered at the same time, a player may take his choice.

CORNERING THE PIG

FOR TWO PLAYERS

OBJECT. The object of this game, played on the red squares of the checker-board is to see whether the Pig can break through the line of Farmers, or the Farmers can corner the Pig so it cannot move.

IMPLEMENTS. The implements are a checkerman of one color to represent the Pig and four of the other color to represent Farmers.

FIRST TURN. The Pig always has the first move.

RULES. (1) The Farmers are set on the four red squares at one end of the board and the Pig on an end red square at the opposite side.

(2) The Pig may move one square for each turn in any direction on the red squares.

(3) The Farmers may move, one on a turn, one red square forward or to either side, but never backward.

NOTE—At the end of each game the players should change sides.

GAME OF HOP

TWO, THREE OR FOUR PLAYERS

OBJECT. The object of the game is to see which Hop Toad can make the circuit of the graduated circular spaces, surrounding the checker board, in the least time.

IMPLEMENTS. Each player chooses one piece to represent his HOP TOAD. The spinner is placed over the red spot on the indicator in the corner of the board.

FIRST TURN. The players spin for first turn, the one securing the highest number having the first move.

RULES. (1) Each player chooses as his start and finish point the nearest large circle with a flowered center.

(2) Each player chooses whether he will be an "ODD" or an "EVEN."

(3) Each time a player spins according to his choice, that is, an odd or an even number, he "HOPS" his Toad forward one circle, in the direction indicated by the arrow. Should he spin other than his choice, his turn is lost.

(4) If a player spins correctly twice in succession, he has an extra turn.

(5) When one player's Toad is entitled, through a correct spin, to move to a circle occupied by another it does so, and the Toad formerly on that circle is moved back one.

GAME OF STEEPLE CHASE

TWO OR MORE PLAYERS

OBJECT. The object of the game is to see which horse can go around the circular course outside the checker board and reach or cross the finish line first.

IMPLEMENTS. Each player selects a piece to represent his horse. The spinner is placed over the red spot on the indicator in the corner of the board.

FIRST TURN. The players spin for first turn, the one securing the highest number having the first move.

RULES. (1) The game is played on the lines of the course not the spaces.

(2) After spinning for first turn, each player spins the indicator and takes the number spun as his handicap, placing his horse that number of lines ahead of the starting point.

(3) Horses are moved forward the number of lines indicated by the number spun.

(4) When a horse lands exactly on a line immediately in front of a jump, (the line with the black spot) he loses a turn and goes back three lines.

(5) When a horse lands on a line exactly on the far side of a jump, he has another turn.

NOTE—The players may agree to have any number of trips around the circular board constitute a game.

GAME OF BICYCLE RACE

TWO OR MORE PLAYERS

OBJECT. The object of the game is to see which bicycle can go around the circular course, outside the checker board, and reach or cross the finish line first.

IMPLEMENTS. Each player selects a piece to represent his bicycle. The spinner is placed over the red spot on the indicator in the corner of the board.

FIRST TURN. The players spin for first turn, the one securing the highest number having first move.

RULES. (1) The game is played on the lines of the course, not the spaces.

(2) Bicycles are moved forward the number of lines indicated by the number spun.

(3) When a bicycle lands exactly on the black dot line, no other player can pass that line until he has moved two or more lines in advance.

GAME OF YACHT RACE

TWO OR THREE PLAYERS

OBJECT. The object of the game is to sail a yacht most quickly over the course, the start and finish of which is shown by the heavy black line between the red flags, and which consists of all the squares outside the steeplechase path.

IMPLEMENTS. Each player chooses a piece to represent his yacht. The spinner is placed over the red spot on the indicator in the corner of the board.

FIRST TURN. The players spin for first turn, the one securing the highest number having the first move.

RULES. (1) Yachts follow the direction of the arrows in going around the course.

(2) The number spun indicates the number of squares to be moved each turn. Each move must be in a straight line, but may be in any direction.

(3) The first player to reach a black star square or the arrowed square near the indicator has the right of way for an extra turn.

(4) The finish line must be crossed between the flags, before the race is over.

GAME OF AMERICAN CORNERS

TWO PLAYERS

OBJECT. The object of the game is to see which player first can cover completely his opponent's nine corner squares (the red and yellow squares) with his own men. The game is played on all the squares outside the circular steeple-chase path.

IMPLEMENTS. Eighteen pieces are used, nine each of two colors.

FIRST TURN. The players spin for first turn, the one securing the highest number having first move.

RULES. (1) Each player places his nine men on the nine red and yellow corner squares nearest to him.

(2) Each turn consists in moving one piece one space in any direction, except backward, except as provided in Rule 3.

(3) A man may jump over any man next to it, provided there is an open space beyond, and may continue to jump over his own or his opponent's men as long as there are empty spaces beyond.

(4) A man jumped over is not removed from the game.