

FORM OF  
**Progressive Angle-Play Score**

*John Smith, Oct. 10, '08*

WITH	POINTS	
	PLUS	MINUS
<i>A. P. B.</i>	<i>50</i>	
<i>C. A. B.</i>		<i>14</i>
<i>E. G. S.</i>		<i>8</i>
<i>J. E. H.</i>		<i>6</i>
TOTAL PLUS AND MINUS	<i>50</i>	<i>28</i>
NET SCORE	<i>22</i>	

The above score-card held by one John Smith records his fortune with four partners during "Angle-Play" party, Oct. 10, 1908. With the first partner (A. P. B.) "Angle-Up" was made, hence both partners scored 50 points plus, and advanced to the next table. With the next partner (C. A. B.) 14 pieces were unplaced when opponents declared "Angle-Up" hence both scored 14 points minus—and so on. It will be noted that Smith's true score for the evening is the difference between the plus and minus points made—in this instance, 22 points plus.

# RULES

FOR

## ANGLE-PLAY

*THE  
 HIGHEST  
 DEVELOPMENT  
 OF THE  
 FASCINATING  
 PUZZLE PICTURE  
 PASTIME*

AGCA  
 ARCHIVES

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PORTLAND, MAINE, U. S. A.

## FOR TWO OR MORE PLAYERS

Each contestant is provided with a separate box, which may be drawn by lot. At a given signal each starts immediately putting his own puzzle together—the player first succeeding being the winner. As a variant, a time limit may be agreed upon, and each player scores for himself as many points as he has pieces properly placed at the expiration of the period.

### DUPLICATE ANGLE-PLAY

(For 2 or more players)

Boxes are drawn by lot and play begins at a given signal. As soon as one of the players has succeeded in completing his puzzle he cries "Angle-Up," and if his work is perfect, scores 50: all the other players stop play INSTANTLY, submit to mutual inspection, and score to agree with the number of pieces properly placed in the puzzle before each, with the exception that the discovery of any piece improperly placed after "Angle-Up" has been declared subjects the offender to the loss of 10 points. If a player declares "Angle-Up" before his work is perfected he shall forfeit 25 points. Sets are then returned to boxes and exchanged, each player passing his set to his neighbor on the right, continuing in this wise until each player has worked upon all the puzzles concerned in the game. The player achieving the highest plus score wins.

## PROGRESSIVE ANGLE-PLAY

Two sets are supplied for each table for the use of four players, two of whom should be adjacent (not opposite) acting as partners. At a given signal the players at the several tables start putting their puzzles together; the first partners succeeding at any one table cry, "Angle Up," and play at their table ceases INSTANTLY. The winners, if their work is perfect, score 50. The other partners at the same table score the number of pieces yet unplaced in their puzzle as a loss (minus) and should any pieces in their work be improperly placed 10 points more are added to their loss. If "Angle Up" is declared by any partners before their work is perfected, they shall lose 25 points, and cannot claim the 50 points for winning until their work is clean. After inspection, puzzles are returned to boxes, which are then exchanged across the table, and the winners move to the next higher table, each sitting in with a loser at that table. Proceed as in other progressive games until it is desired to stop. Each player keeps his score on a card provided for the purpose, upon which are set down the points as gained and lost. The player achieving the highest plus score wins.

#### RULE FOR COUNTING POINTS

In working out this game it is not uncommon for a player to begin putting pieces together in separated sections not connected with each other until later progress has enabled him to do so. When "Angle-Up" is declared only such points shall be counted PLUS as are in the correct position in the LARGEST single or connected collection of pieces.