

ACEY DUCEY

NEW YORK

PARKER BROTHERS, INC.
SALEM, MASS.

CHICAGO

FOR TWO PLAYERS

THE OBJECT OF THE GAME is to travel along the numbered points on the board sending your opponent to the Dog House each time you land on one of his unprotected men. The first player to move his fifteen men from the Start to his Bearing Off Table, and from that table off of the board completely, WINS THE GAME.

Rules

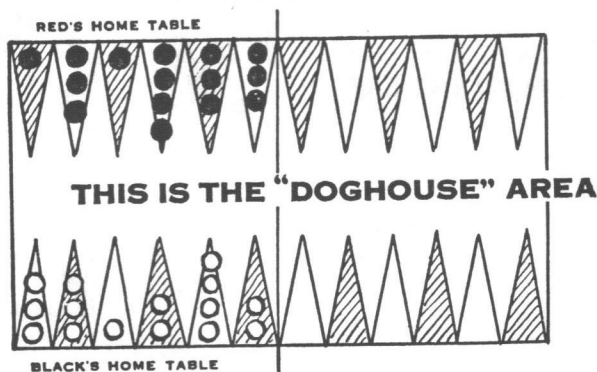
FOLLOW THE ARROWS PRINTED ON THE BOARD — Red Men follow Red arrows and Black men follow Black arrows.

TO START — Roll both dice. The player making the highest roll begins play.

SETTING UP THE MEN — Players roll dice alternately and each player sets up his men on his Starting Table, according to the numbers on the dice. For example, if you roll a 6 and a 3, place one man on your 6 point and another man on your 3 point. This continues until each player has set up all 15 men in his Starting Table. (When placing each man use number on either die.) No man may be moved out of the Starting Table until all 15 men have been entered.

- BLACK MEN
- RED MEN

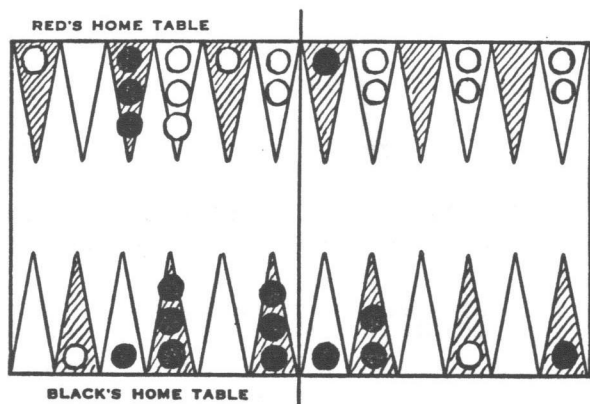
PICTURE "A"



IMPORTANT: NOTICE HOW MEN START THE GAME. EACH COLOR BEGINS THE GAME OPPOSITE ITS OWN HOME TABLE.

Notice that the men (in Picture A) are resting on various numbers on the six points in each Starting Table. When the game continues, men from any of these six points can be moved the number of spaces shown by either die, or the combined number shown by both dice, in accordance with the following rules. **ALL MOVES MUST BE MADE IN THE DIRECTION OF THE ARROWS OF THE SAME COLOR.**

PICTURE "B"



THIS DIAGRAM ILLUSTRATES HOW THE BOARD MIGHT APPEAR AFTER SEVERAL MOVES BY BOTH PLAYERS. THE MEN ARE WELL SCATTERED. EACH COLOR IS RACING FOR ITS OWN HOME TABLE.

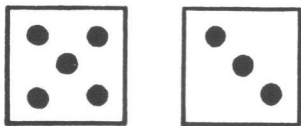
THE RACE FOR HOME — (Picture B) Single men resting on points all by themselves are open to attack. An opponent's single man coming to rest on the same point **SENDS THE OTHER SINGLE MAN TO THE DOG HOUSE.** (The Doghouse is merely a convenient space on the board (see picture "A") for captured men to rest while they are temporarily out of play. Any number of men of both colors may occupy the Doghouse at the same time.) This man must be re-entered on his Starting Table on this player's throw **BEFORE THIS PLAYER CAN MAKE ANY OTHER MOVE.**

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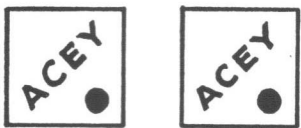
ACEY DUCEY DICE

ACEY DUCEY are special dice and should be used as follows:

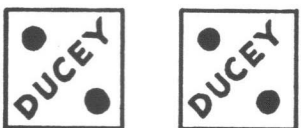
1. Never add the dice together — consider each die separately and read this roll as a “5” and a “3”. Move one man “5” spaces, move another man “3” spaces; or, move one man “5” spaces, pause, then move that same man “3” more spaces. Do not forget to pause after reading the dice separately, as, — 1, 2, 3, 4, 5, pause, 1, 2, 3.



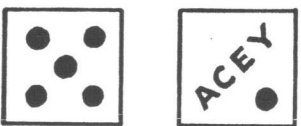
2. **ACEY-ACEY** merely counts as 1 and 1 — it has no special value.



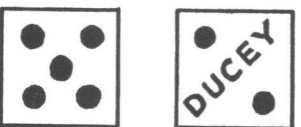
3. **DUCEY-DUCEY** merely counts as 2 and 2 — it has no special value.



4. **ACEY** on one die and plain dots on the other die mean repeat the value of the plain dots — in this case take 6, then take another 6.



5. **DUCEY** on one die and plain dots on the other die — same rule as No. 4.



6. **ACEY-DUCEY**. **ACEY** on one die and **DUCEY** on the other die permits the player making this roll to remove one opposing man from any No. 1 point or any No. 2 point on the board, whether that man is protected by other men or not, and to place that man in the Dog House. This move may be made **AT ANY TIME IN THE GAME** but must be made on the turn that the **Acey-Ducey** combination is rolled. (Do not count the dots on either die in this move.)

THIS PRIVILEGE IS PERMITTED WHETHER OR NOT THE PLAYER THROWING ACEY-DUCEY HAS ONE OR MORE MEN IN THE DOG HOUSE.

OR

ACEY-DUCEY permits the player to use this throw like any other turn and to take **ONE MORE THROW** of the dice and move his men accordingly. If he rolls **ACEY-DUCEY** again, he gains **ANOTHER TURN**, etc., as long as he continues to roll **ACEY-DUCEY**.

continues to roll **ACEY-DUCEY**.

If the player takes this choice and has one or more men in the Dog House, these men **MUST BE RE-ENTERED** before he can make any further moves on the board.

HINTS

1. Try to leave **AT LEAST TWO** of your men on one space so that they will be **SAFE**.
2. When you have the opportunity, always remove an opponent's piece that is **FARTHEST AWAY** from that opponent's starting point.
3. Two or more men of different colors **CANNOT** rest **ON THE SAME POINT**. Two or more men of the same color **RESERVE** any point for men of that color.
4. When an opponent is "bearing off," sending one of his men to the Dog House will prevent him from continuing "bearing off" until that man has been re-entered at the opponent's start on any of his 6 points and brought all the way back to the opponent's Home Table.

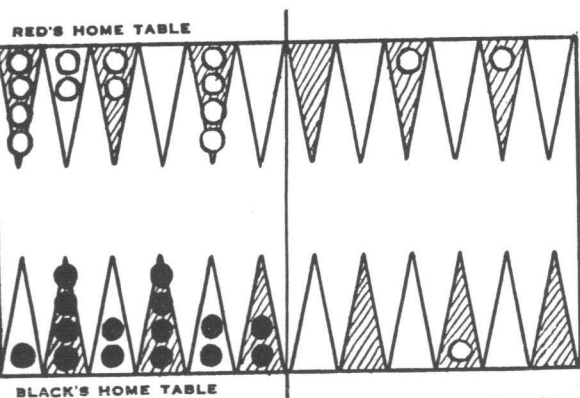
NOTE: Knowledge of checkers is universal, therefore no rules have been included with this kit.

Questions regarding *Acey-Ducey* will be gladly answered if three-cent stamp is enclosed. Address: PARKER BROTHERS, INC., SALEM, MASS.

GETTING OUT OF THE DOGHOUSE

When a man leaves the Doghouse, *he must start the game all over again.* Therefore, to find out just *where* he starts over again, both dice are rolled and the numbers that turn up indicate the points (spaces) that this man or men must start from. Let us suppose that a man in the Doghouse is waiting to get back into the game again. The player owning this man rolls the dice and a 3 and a 5 turn up. This man may be entered on either the 3 or the 5 point on his *opponent's* side of the board. In other words, the same side of the board where he started from in the beginning of the game. A man in the Dog House cannot be entered on any starting point on his Starting Table that is occupied by two or more opponent's men, but if a man enters on such a point that is occupied by **ONE OPPONENT'S MAN**, that opponent's man is on turn **SENT TO THE DOG HOUSE**. (If desired a penalty can be arranged every time an opponent's man is sent to the Dog House.)

PICTURE "C"



BLACK HAS ALL 15 MEN HOME. THEREFORE HE CAN START BEARING OFF. ON HIS NEXT TURN. WITHOUT WAITING FOR RED TO BRING HOME THOSE 3 STRAGGLERS.

men (bearing off) until **ALL 15 MEN HAVE REACHED RED'S HOME TABLE.**

HOME—The following diagram (Picture C) shows that the 15 Black men have all reached their Home Table, but Red has a few stragglers yet to be brought Home before Red can "bear off" (remove his men from the board). Black, however, being the more skillful player or perhaps the luckier does not wait for Red to complete his homecoming but begins at once in his regular turn at the dice to "bear off." Red cannot begin removing his

BEARING OFF

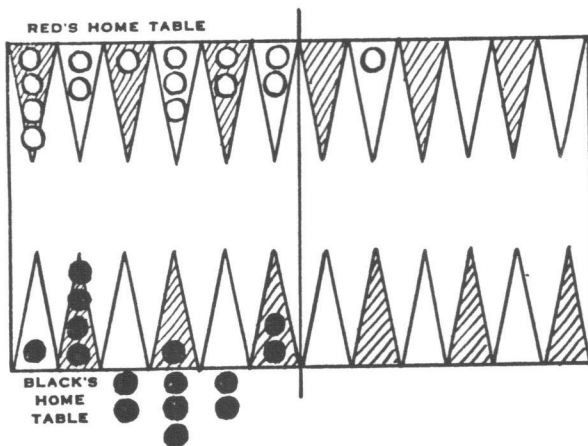
BEARING OFF is just the **reverse** of the play at the beginning of the game. When a player rolls say, a 6 and a 2, in **BEARING OFF** he merely **removes** a man from the 6 point and another man from the 2 point. These men are moved completely off the board. **BEARING OFF** continues until all 15 men have been removed from the board.

The next diagram (Picture D) illustrates the appearance of the board during the "bearing off" process. Note that Black has quite a few men removed from the board while Red still has one man to bring Home **BEFORE HE CAN "BEAR OFF."**

If a player cannot "bear off" he must move so long as this is possible. In "bearing off," when moves are no longer possible, if a player throws a number larger than any number on which he has a man resting he can remove a man from the

next lower point that is occupied. For example, suppose a player has men only on point No. 2 and point No. 1. In such a case a "5" and a "3" will remove two men from point No. 2, or if there is only one man on point No. 2 and three men on point No. 1, such a throw will remove one man from point No. 2 and one man from point No. 1. A similar throw on the next turn will remove two men from point No. 1.

PICTURE "D"



"BEARING OFF" IS SIMPLY REMOVING MEN FROM YOUR HOME TABLE. OFF THE BOARD COMPLETELY. AT THIS STAGE BLACK HAS REMOVED SEVEN MEN OFF THE BOARD COMPLETELY.



Rules for

CROWN AND ANCHOR

PARKER BROTHERS, INC.

NEW YORK

SALEM, MASS.

CHICAGO



For any number of players

CROWN AND ANCHOR is played on the familiar principle of "Put and Take." **THE OBJECT OF THE GAME** is to place chips or tokens on the various "Designs" (Crown, Anchor, Heart, Spade, Diamond and Club) found on the folding board and in doing so to bet against the Banker—all players playing against the Banker.

There are three dice on each of which are marked the six "Designs" corresponding to those on the board. Chips are convenient but not necessary, since any tokens such as coins or match sticks may be used.

TO START THE GAME each player throws a single die in turn. The first one to throw a Crown is **Banker**. The Banker does not play, but merely rolls the dice, makes necessary payments and collects all unclaimed chips after each throw. When the Banker rolls triple designs (3 of any one kind) he pays off, as usual, and passes the dice to the player **ON HIS LEFT**—who then becomes Banker. This procedure continues throughout the game, each time triples are turned up.

Each player now places chips or tokens on any one of the "Designs" on the board that he chooses. Two or more players may choose the same design. The Banker throws the dice and pays off to those players who have placed chips or tokens on the "Designs" corresponding to those shown on the dice. **THE BANKER COLLECTS ALL UNCLAIMED CHIPS OR TOKENS.**

THE COUNTS ARE AS FOLLOWS:

- 3 of any "Design" turned up counts triple for each chip or token.
- 2 of any "Design" turned up counts double for each chip or token.
- 1 of any "Design" turned up counts single for each chip or token.

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