

# Directions for Setting up and Playing the Combination Game of RINALDO.

To set up the toy, remove both top and bottom of the box; shove the base of the stand into the grooves in box made for the cover, and confine it in place by the two hard wood clamps which also form supports for the bottom of the box which stands up in the rear of the stand has on it the "standing target," i. e., the Polar Bear and the American Flag. Place the revolving axle on the top of the post and attach the circular board to the end of the axle. In putting the circular target on to the axle see that the eccentric wire in the hub of the axle enters the corresponding hole made for it in the target, and confine with the pin through the axle outside the target. Place the two remaining short grooved blocks on one end of the cover, as seen in the top the small grooved block with round hole through it. Insert the tin tube in the hole and place this tube rest on the table about 7 to 4 feet from the revolving target. This is all shown plainly in the engravings, figs. 1 and 2.

In the game of "NATIONAL STANDARDS" the revolving target must be placed with the flag uppermost, or towards the tube and the standing target must be set up with the flag at the top. For the game of the "CHASE" these must both be reversed, bringing the animals outside on the revolving target and the Bear uppermost on the standing target. On the reverse side of the standing target is the Creedmoor target for the game of "JUNIOR CREEDMOOR." Three darts of novel construction are provided which are projected by the breath from the tin tube against the target, while it is being rotated by an opposing player, by means of the string on the axle, see saw-fashion. If the game is played singly the target is rotated by the player whose next shot it is; or the game may be played by any even number of players one half on each side, the target in such a case being rotated by any member of the opposite side. If the dart passes through one of the holes in the revolving target and strikes in the bear or the American flag the score is equal to the amount thereon marked.

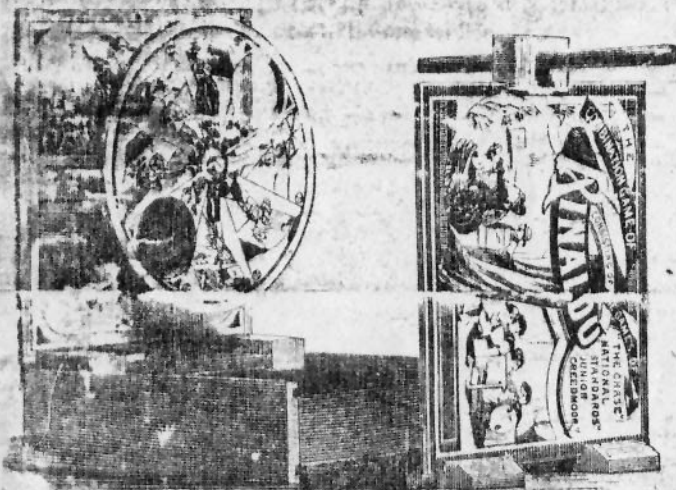


Fig. 1.

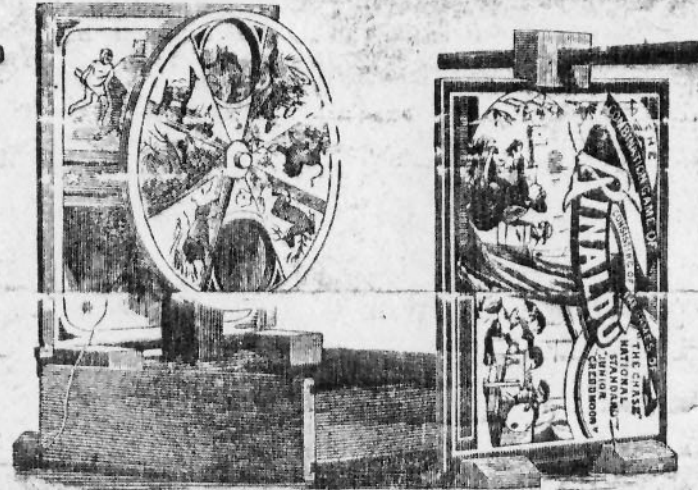


Fig. 2.

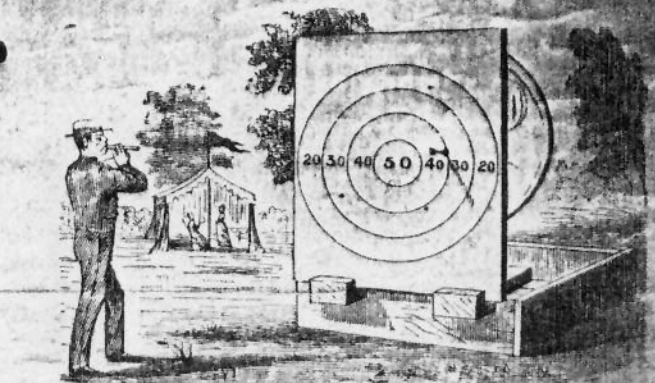


Fig. 3.

## RULES FOR PLAYING THE GAME OF "NATIONAL STANDARDS."

## RULES FOR PLAYING THE GAME OF "THE CHASE."

## RULES FOR PLAYING THE GAME OF "JUNIOR CREEDMOOR."

- I. Each player is allowed three shots in an inning, the game to consist of as many innings as may be decided upon among the players, as three for example.
- II. The dart must remain fixed in the target in order that the shot may add to the player's score.
- III. Each player chooses one of the flags on the revolving target for his own, which if he hits with the dart reduces his score by the value of the flag chosen.
- IV. Each shot adds as many points to the player's score as

- I. Each player is allowed three shots in an inning, the game to consist of as many innings as may be decided upon among the players, as three for example.
- II. The dart must remain fixed in the target in order that the shot may add to the player's score.
- III. Each shot adds as many points to the player's score as the figures marked on the section struck by the dart, provided an animal is struck, but if an animal is not struck, it only counts

- I. The target is to be placed at three different distances from the player, viz.: 5 ft., 8 ft., and 10 ft.
- II. Each player is allowed three shots at each distance.
- III. A player's score is the sum of his separate scores at the three distances.
- IV. Each shot counts as many points as marked in the circle in which the dart remains fixed, but if the dart strikes outside of the circles, misses the target altogether, or does not remain fixed, it counts as a shot, but adds nothing to the player's score.