

For Four Players:

Four players may play NUBS at one time by each taking four rolls. Take one only of each size. If each player is playing for himself the color of the rolls is immaterial, but the score must be written down as the pegs are captured instead of waiting until the end of the hand. If playing partners, the two players opposite each other at the table divide one set of rolls, by each taking one roll of each size. The same rules covering two-handed play covers four-handed play, except that the lead on each hand and the turn of play on each play passes to the left.



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THE GAME OF NUBS



NUBS is a very simple and easy game to learn. A game that provides the very keenest type of competition. Skillful planning and careful playing are the chief essentials in becoming a champion at the game of NUBS.

NUBS is another game developed by J. W. Patterson, the originator of the well known games called **CONTACK**, **HI-RO**, **TEKEM** OR **LEAVEM**, **SHELL-OUT** and others.

Object of the Game:

The object of the game is to capture as many pegs as you can. To capture a peg you must play the roll that completely or exactly fills the peg. In Fig. 2 the player with the black rolls has just captured number four, or rather, the longest peg. This peg when captured scores 20 points. The number three peg scores 15 points. The number two peg scores 10 points. The number one or shortest peg scores 5 points.

To Start the Game:

Place the pegs in the holes of the base as shown in Fig. 1. When two are playing, divide the rolls by one taking the red set and the other the black set. Place your rolls in plain view of the other player also as shown in Fig. 1. Either player may be chosen to play first on the first hand of a game. The lead changes to the next player on the next hand and continues changing back and forth until one game is completed.

The one playing first may play any one of his rolls onto any peg that he chooses. The next player may do likewise. The play continues in this manner by each player taking his turn until the hand is ended. One hand is ended when all of the rolls that will play have been played. There will always be one or more rolls that will not play at the end of a hand. This is caused by the rule that prohibits playing a roll onto a peg that more than fills the peg.

Explanation of Markings:

The pegs are marked off in equal spaces for their convenience in playing. On this particular addition they are marked off in one-quarter inch spaces. The rolls are cut to match the markings on the pegs. The largest roll is four quarters of an inch high. The next largest three quarters, the next two quarters and the smallest one, one quarter. The number showing just above the last roll played on a peg designates the number of spaces or quarters left on that peg before it is captured. For example, in Figure 2 the number one peg lacks 5 spaces of being filled. The number two peg lacks three spaces and the number three peg lacks two spaces.

Do not play a roll onto a peg that more than fills the peg. If you do not have any roll left, that will play onto some peg without more than filling it, you must pass. You cannot pass if you have a possible play. The fact that you cannot play a roll that more than fills a peg, oftentimes causes one or more of the pegs not to be filled. Those pegs not filled at the end of a hand do not figure in the score of that hand.

One game is complete when one player has reached the score of 100 points, or if each player has a score of 100 points or more at the end of the last hand, the player with the greatest score wins.

