

### ROCKET TRIP — Two, Three or Four Players

Each player takes one man and places it in the lower right corner square of the checker board. The object is to "Rocket" his man diagonally across the board to the opposite corner square, using the India Dial.

Each player spins in turn using only the large single numbers, and his moves are as follows: If the point of the spinner stops at 1 or 4 he moves one square straight up. If the point stops at 2 or 5, he moves one square to the left. If the point stops at 3 or 6 he moves one square diagonally up or down. The player who gets his man to his opposite corner square first wins.

If a player's man is away over to the left-hand side of the board, he must spin a 1, 3, 4 or 6 to move. If a player's man is at the top of the board, he must spin a 2, 3, 5, or 6 to move.

### 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. To move to a purple dot, red must be spun on the dial.

Each player chooses one piece to represent his train. The large Red, Green, and Yellow spaces on the India Dial are used.

**FIRST TURN.** The player 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, 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.

## DIRECTIONS

for playing games on the

# JUNIOR COMBINATION BOARD

4927D

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- CHECKERS
  - TIC-TAC-TOE
  - STEEPLE CHASE
  - RABBIT HUNT
  - BICYCLE RACE
  - FLIGHT
  - YACHT RACE
  - SPIN-NO-ROW
  - AMERICAN CORNERS
  - FORTUNE TELLING
  - INDIA
  - PUSS IN THE CORNER
  - CHINESE CHECKERS
  - ROCKET TRIP
  - TIDDLEDY WINKS
  - RAILROAD
  - FOX AND HOUNDS
  - QUIZ
- 

## MILTON BRADLEY COMPANY

SPRINGFIELD, MASS.

## FOX AND HOUNDS — Two Players

**OBJECT.** The object of this game, played on the red squares of the checkerboard is to see whether the Fox can break through the line of Hounds, or the Hounds can corner the Fox so it cannot move.

**IMPLEMENTS.** The implements are a checkerman of one color to represent the Fox and four of the other color to represent the Hounds.

The Fox always has the first move. The Hounds are set on the four red squares on one side of the board and the Fox on the middle red square at the opposite side. The Fox may move one square for each turn in any direction on the red squares. The Hounds may move, one in a turn, one red square forward, but never backward. Neither side may jump a man.

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

## TIC-TAC-TOE — Two Players

Each player uses 5 playing pieces of a color. The game is played on a block of nine yellow and red squares in a corner near the race track. The object of the game is for a player to place three of his pieces in a line either horizontally, vertically or diagonally. The players take turns placing one of their pieces in any one of the nine squares. Each tries to make a line of three of his color, blocking his opponent whenever possible. The one who succeeds in placing three in line first wins the game. The loser has the privilege of starting the next game.

## FLIGHT — Two to Four Players

Each player takes six disks (airplanes) and places one plane on each of the outer squares of the checker board, leaving one blank square on each end. The planes are known as Flight 1, 2, 3, 4, 5, and 6, counting from left to right. The first player spins the India Dial, using only the large numbers. One of his planes "takes off" (is removed) from the board corresponding to the number on which the arrow point stops. The next player does the same and so on around the board, until all six planes belonging to one player have been removed. That player is the winner and scores one point for each plane the other players have left on the board. If a player's plane has already taken off and he spins that number, he passes that play. A game may be 15 to 30 points.

## SPIN-NO-ROW — Two Players

The directions for playing Spin-No-Row are found near the lower left hand corner of the Chinese Checkers star.

## RABBIT HUNT — Two to Four Players

The object of this game is to see which "hunter" can catch the rabbit.

Each player selects a playing piece for his Hunter and a large "Wink" is used to represent the Rabbit. The Hunters are placed on the Start line and the Rabbit is placed on the first black dot by the stone wall.

The game is played on the lines going around the track. The India Dial is spun to move the Hunters using the numbers on the inner circle.

Each player in turn moves the Rabbit forward one line before spinning the dial to move his Hunter.

The Rabbit is caught only when, by a spin of the dial, a Hunter stops on the same line it occupies, or when a move advances the Rabbit to a line occupied by a Hunter.

If a spin carries a Hunter past the Rabbit he must move in the opposite direction on his next turn.

For a longer "Hunt" start the Rabbit on the second or third black dot from the Start line.

## 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.

### CHECKERS — Two Players

**OBJECT.** The object of the game played on the two-colored Checker 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 checker-men—twelve of one color and twelve of another.

**RULES.** (1) Each player places his men on the twelve black 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 black 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's 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.

### STEEPLE CHASE — Two to Four Players

The object of the game is for a player to get his horse around the race track in the quickest time. The number of laps to complete a race is decided before the game but once around to the finish line is probably the best. Each player uses one disk for his horse. Put the horses on the front line of the colored space marked "Start" and "Finish." The players spin the India Dial, and move their horses in turn from line to line (not space to space) as many lines as the inner number indicates.

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.

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

**TO WIN.** The player whose horse first crosses the finish line, after going around the agreed number of laps, wins the race.

### BICYCLE RACE — Two to Four Players

The object of the game is to see which bicycle can go from Start to across the Finish Line first, using the Race Track and the inner numbers on the India Dial. Each player selects a playing piece to represent his bicycle. Bicycles are moved forward the number of lines (not spaces) indicated by the number spun on the dial. When a bicycle lands on a line with a black dot, no other player can pass that line until that bicycle has moved two or more lines in advance.

### 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. Yachts follow the direction of the arrows in going around the course.

The number spun on the India dial (use only the large numbers) indicates the number of squares to be moved each turn. Each move must be in a straight line, but may be in any direction.

The first player to reach a black Star square or the small Arrow square has the right of way for an extra turn.

The finish line must be crossed between the Flags, before the race is over.

## 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.

**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.

## INDIA — Two to Four Players

**OBJECT.** Each player strives to get his four men from his starting point to "HOME" in the center of the board.

**IMPLEMENTS.** Four disks of a color for each player, and the Spinner marked "India Dial." The number spun is determined by the small figure in the second circle to which the arrow points, plus the large figure in the adjoining space in the inner circle. When these two figures are the same they count as Doubles.

Each player stations his four disks on the corner at his right. They play in turn, clockwise around the board.

The players first endeavor to enter one or more of their disks. This is done by spinning the dial and when the total sum of both numbers equals five, one counter is entered on the blue Star space at the left of the corner where the player's disks are stationed. If double five or ten is spun, two disks may be entered. If five and some other number is spun, enter one disk for the five, and move a disk as many spaces as the other number indicates.

It is advisable to enter all the disks as soon as possible. When a disk has been entered, it may be moved about the board from space to space until it is brought to the red path directly in front of the player. Then it is moved up that path to the "Home" space in the center of the board.

## INDIA—Continued

In making the moves the numbers in the two circles may be added together, and one disk moved the total number of spaces, or two disks may be moved, one as many spaces as the number in one circle and another as many as the number in the other circle. If Doubles of a number is spun, it is used as that number four times; as when "Double 6" is spun all 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 last.

When a player moves upon one of the white spaces occupied by a disk of another player the latter is captured, and removed from the board, after which it must enter the game again as in the beginning.

When an opponent's man is captured, the captor is credited with twenty spaces, which he must use at once by moving any one disk that number of spaces. A player is not obliged to capture an opponent's man, but it is usually for his interest to capture as often as possible, in order to delay his opponents.

The Star spaces are safety points, and a disk on one of these cannot be captured and taken from the board. No player can move onto a Safety Space occupied by an opponent, unless it is the entering place of the player which is so occupied. In this case the player may enter on that space and capture the opposing disk. Two disks of one color on the same space form a Blockade, which cannot be passed by any player until it is broken. If a player cannot move without passing his own block, he must break it.

In order to enter "Home" the exact number must be spun, counting "Home" the same as one space.

The one who first succeeds in bringing all four of his disks into his "Home" space WINS THE GAME.

## CHINESE CHECKERS — Two to Four Players

The directions for playing Chinese Checkers are found near the upper left hand corner of the Chinese Checkers star.

## TIDDLEY WINKS — Two Players

The directions for playing this game are printed near the upper right hand corner of the Chinese Checkers star.

# FORTUN

For Two

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

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

One player acts as fortune teller and uses the folder; the others, one at a time, have their fortunes told.

The player having his fortune told starts with Group One of the playing cards. The questions and answers applying to the individual groups are found under the corresponding group number in the directions.

## Questions for Cards in Group One

### WOULD YOU LIKE TO KNOW

1. If you'll be lucky in life?
2. If your family life will be happy?
3. What you'll be doing ten years hence?

### Meaning of Cards in Group One

- Three of Hearts —Answer 1. Yes, very.  
Answer 2. Yes.  
Answer 3. Making trouble.
- Nine of Hearts —Answer 1. No.  
Answer 2. Moderately so.  
Answer 3. Looking out for others.
- Eight of Clubs —Answer 1. Moderately.  
Answer 2. If you rule your temper.  
Answer 3. Going on a long journey.
- Four of Spades —Answer 1. Poor luck on the whole.  
Answer 2. It all depends on yourself.  
Answer 3. Riding in your car.
- Nine of Spades —Answer 1. Yes, if you watch out.  
Answer 2. Yes, quite happy.  
Answer 3. Little harm and much good.
- Seven of Hearts —Answer 1. More luck than you deserve.  
Answer 2. Yes, very happy.  
Answer 3. Helping others.
- Nine of Diamonds —Answer 1. Luck will be snatched from you.  
Answer 2. Avoid tension and see the change.  
Answer 3. Pulling yourself together.
- Three of Diamonds —Answer 1. Yes, but be wise.  
Answer 2. Yes, happy enough.  
Answer 3. Having a royal time.

## Questions for Cards in Group Two

### WOULD YOU LIKE TO KNOW

4. What your condition will be in old age?
5. What your principal virtue is?
6. What you should try to overcome in yourself?

### Meaning of Cards in Group Two

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

# TELLING

## More Players

The fortune teller asks the person whose fortune is being told, question No. 1 in Group One. The person chooses any card in Group One on the game board and calls aloud the card he has chosen. The fortune teller reads the answer to question No. 1 according to the card called. The answers to questions No. 2 and No. 3 are also found in Group One. To get the answers to questions No. 4, 5 and 6 the player whose fortune is being told selects cards in Group Two, and so on through Groups Three and Four, until he has had his fortune told in all four groups.

### Questions for Cards in Group Three

#### WOULD YOU LIKE TO KNOW

7. Where you will find happiness?
8. What you are unreasonable about?
9. What you should dread?

#### Meaning of Cards in Group Three

Four of Clubs	— Answer 7. In unselfishness. Answer 8. Yourself. Answer 9. Your own temper.
Jack of Hearts	— Answer 7. In virtue. Answer 8. Others' faults. Answer 9. Your own faults.
Eight of Diamonds	— Answer 7. In charity. Answer 8. What can't be helped. Answer 9. Treachery.
Queen of Diamonds	— Answer 7. In thinking of others. Answer 8. Your friends' troubles. Answer 9. Woman.
Five of Hearts	— Answer 7. In love of others. Answer 8. Lack of money. Answer 9. Unrequited love.
King of Spades	— Answer 7. In forgetting yourself. Answer 8. Over-reaching others. Answer 9. Nothing at all.
Ace of Hearts	— Answer 7. In the battle of life. Answer 8. Everything. Answer 9. Unevenness of temper.
Eight of Spades	— Answer 7. In working for others. Answer 8. Having your own way. Answer 9. Your own faults.

### Questions for Cards in Group Four

#### WOULD YOU LIKE TO KNOW

10. What qualities you should cultivate?
11. What is your real disposition?
12. What you think of yourself?

#### Meaning of Cards in Group Four

Six of Spades	— Answer 10. Unselfishness. Answer 11. Hard to please. Answer 12. Indifferent to self.
Ace of Clubs	— Answer 10. Kindliness. Answer 11. Hard. Answer 12. Quite well pleased.
Seven of Clubs	— Answer 10. Charity of mind. Answer 11. Rocky. Answer 12. Always anxious.
Queen of Hearts	— Answer 10. Moderation. Answer 11. Too soft and lazy. Answer 12. Don't give the matter much thought.
Two of Hearts	— Answer 10. Patience. Answer 11. Good. Answer 12. Well satisfied.
Jack of Clubs	— Answer 10. Firmness. Answer 11. All over the place. Answer 12. Couldn't be improved.
Ten of Hearts	— Answer 10. Insight. Answer 11. Over indulgent. Answer 12. Not so bad.
Seven of Diamonds	— Answer 10. Steadiness of purpose. Answer 11. Well balanced. Answer 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.

### SPELL THE PLURAL OF THE FOLLOWING WORDS.

1. Question. *cupful*  
Answer. *cupfuls*
2. Question. *trolley*  
Answer. *trolleys*
3. Question. *brother-in-law*  
Answer. *brothers-in-law*
4. Question. *thief*  
Answer. *thieves*
5. Question. *stimulus*  
Answer. *stimuli*
6. Question. *crisis*  
Answer. *crises*

### NAME THE CAPITAL OF:

1. Question. *Canada.*  
Answer. *Ottawa.*
2. Question. *Mexico.*  
Answer. *Mexico City.*
3. Question. *China.*  
Answer. *Nanking.*
4. Question. *Cuba.*  
Answer. *Havana.*
5. Question. *Spain.*  
Answer. *Madrid.*
6. Question. *Soviet Russia.*  
Answer. *Moscow.*

### WHICH IS CORRECT?

1. Question. Here (come) (comes) John and Frank.  
Answer. *Come.*
2. Question. There (is) (are) a boy and four girls.  
Answer. *Are.*
3. Question. The United States (is) (are) in North America.  
Answer. *Is.*
4. Question. The poor light (effected) (affected) his eyes.  
Answer. *Affected.*
5. Question. John is one of those children who (has) (have) too much to say.  
Answer. *Have.*
6. Question. Neither he nor I (has) (have) accepted it.  
Answer. *Has.*

### LOCATION OF UNIVERSITIES!

1. Question. In what city and state is Yale University located?  
Answer. *New Haven, Connecticut.*
2. Question. In what city and state is Harvard University located?  
Answer. *Cambridge, Massachusetts.*
3. Question. In what city and state is Cornell University located?  
Answer. *Ithaca, New York.*
4. Question. In what city and state is Notre Dame University located?  
Answer. *South Bend, Indiana.*
5. Question. In what city and state is Columbia University located?  
Answer. *New York, New York.*
6. Question. Name the colleges of the "Big Three."  
Answer. *Yale, Harvard, and Princeton.*

### HIGH AS A MOUNTAIN

1. Question. In what state are the Blue Ridge Mountains?  
Answer. *Virginia.*
2. Question. In what state are the Adirondack Mountains?  
Answer. *New York State.*
3. Question. In what state are the Catskill Mountains?  
Answer. *New York State.*
4. Question. In what state are the Green Mountains?  
Answer. *Vermont.*
5. Question. In what state are the Pocono Mountains?  
Answer. *Pennsylvania.*
6. Question. Are the Appalachian Mountains in North or South America?  
Answer. *North America.*

## QUIZ GAME — Three or More Players

One player acts as "Quiz Master" and asks the questions of the other players. Each player spins the India Dial for the number of the question to answer, using the large inner figures only. The player who answers the most questions correctly, Wins the Game.

### ALL ABOUT ATHLETICS!

1. Question. How many men are there on a Cricket team?  
Answer. Eleven.
2. Question. At a track meet, which is usually thrown further—the javelin or the discus?  
Answer. The javelin.
3. Question. At a track meet, which is usually thrown further—the hammer or the 16-pound shotput?  
Answer. The hammer.
4. Question. At a track meet, which is usually thrown further—the hammer or the javelin?  
Answer. The javelin.
5. Question. Who is the "Brown Bomber"?  
Answer. Joe Louis.
6. Question. From what country do the best hockey players usually come?  
Answer. Canada.

### MENTAL ARITHMETIC

1. Question. If you had \$20.00 and you spent \$13.27, how much would you have left?  
Answer. \$6.73.
2. Question. Three feet plus thirty-six inches equals how many yards?  
Answer. Two yards.
3. Question.  $5\frac{1}{2}$  pounds plus 24 ounces equals how many pounds?  
Answer. 7 pounds.
4. Question. If you had a gross of pencils and sold 72 of them, how many dozen pencils would you have left?  
Answer. Six dozen.
5. Question. If you walk five miles in two hours, how many miles can you walk in five hours?  
Answer.  $12\frac{1}{2}$  miles.
6. Question. Six percent of 150 is how much?  
Answer. Nine.

### HOW MANY SIDES

1. Question. How many sides has a cube?  
Answer. Six.
2. Question. How many sides has a square?  
Answer. Four.
3. Question. How many sides has a rectangle?  
Answer. Four.
4. Question. How many sides has a hexagon?  
Answer. Six.
5. Question. How many sides has an octagon?  
Answer. Eight.
6. Question. How many sides has a pentagon?  
Answer. Five.

### WHAT DAY OF THE YEAR DOES THIS REMIND YOU OF?

1. Question. Pumpkins.  
Answer. Halloween or Thanksgiving.
2. Question. Resolutions.  
Answer. New Year's Day.
3. Question. Hatchets and cherry trees.  
Answer. Washington's Birthday.
4. Question. Rabbits.  
Answer. Easter.
5. Question. Holly.  
Answer. Christmas.
6. Question. Hearts.  
Answer. Valentine's Day.

### WHAT DO YOU KNOW ABOUT PLANETS

1. Question. Name a planet beginning with the letter "V."  
Answer. Venus.
2. Question. Name a planet beginning with the letter "E."  
Answer. Earth.
3. Question. Name a planet beginning with the letter "J."  
Answer. Jupiter.
4. Question. Name a planet beginning with the letter "U."  
Answer. Uranus.
5. Question. What is the name of the largest planet?  
Answer. Jupiter.
6. Question. What is the name of the smallest planet?  
Answer. Mercury.