

DIRECTIONS
FOR
PLAYING THE GAMES
OF
TOUSEL,
CHECKERS, AND
BACKGAMMON.

THE most desirable combination yet devised. It includes the two most popular of all the old games, and a new one of unrivalled merit—a charming companion for the other two. In addition to the ordinary Checker and Backgammon Board, as usually sold, the public receive herewith a complete set of men; full directions for playing the game of Backgammon; our new Indicator—a substitute for dice which is wholly unobjectionable, and vastly superior to them in amusement; and the sterling new game of **Tousel**.

McLOUGHLIN BROTHERS,
NEW YORK.

GAMES.

Most people are guided more or less by the length and appearance of the directions. If these are short and simple they are captivated at once, and the purchase is made.

This is not unfrequently a great mistake—too often found out only when they begin to study the game for the purpose of play. Then they discover that the directions are vague and indefinite, and the game as dull and spiritless as the old fashioned "Everlasting," and throw it aside after one or two trials.

A good game rarely ever loses its interest. The more it is played the better it is liked. But a game to be good must have some point to it: It must have an objective point that can only be reached through difficulties,—by moves and countermoves, with plenty of drawbacks and opportunities,—a variety that it is impossible to describe in a line or two. Its directions must be so explicit that there is no chance for mistaking their meaning.

In order to understand a new game, its directions should first be read through aloud to the players to give them a general idea of the game. Then they should afterward be read again by paragraphs, after each, applying to the board and men the principles and rules it contains.

The Game of TOUSEL.

FOR TWO, THREE, OR FOUR PLAYERS.

IMPLEMENTS.—Eight checkers called Relief Guards, and four pieces called Post Guards, forming four sets of three men each, namely: two checkers and one piece of like color for each player.

THE BOARD embraces the checker board and surrounding series of spaces. Within the latter, at each side, there are two spaces of similar design and color, numbered 1 and 2, which are the homes of the players, and are called Barracks. At the centre of the checker board, there are four squares uniform in design and color with the several Barracks called Sentry Boxes. Each player has the exclusive use of the Sentry Box corresponding in color to his Barracks. At each corner of the board there are two squares of like design, which form a passageway to the checker board. The outer one is called the Pass.

THE GAME.—Each player has two Relief Guards and one Post Guard. He puts his two Relief Guards upon the two squares of his Barracks, and his Post Guard in the Sentry Box corresponding in color thereto. The object of the game is to transpose the pieces—for each player to transfer one of his Relief Guards to his Sentry Box, and his Post Guard from his Sentry Box to his Barracks.

The route of each player is around the outside, until a spin brings one of his Relief Guards exactly upon that out-

side corner square or Pass whose color is like that of his Barracks; thence moving it into the checker board. After doing this, he brings his Post Guard out via the same Pass, and moves it around to his Barracks.

DIRECTIONS FOR PLAYING.

Select a Barrack and put the two Relief Guards upon the two squares thereof. Put the Post Guard in the Sentry Box of like color to your Barrack.

Move in turn according to the spin of both arrows of the Indicator. The turn passes to the left.

One piece may be moved for the whole spin, moving first for one (either) arrow, and then for the other; or two pieces may be moved, one for each arrow.

When *outside* of the checker board the pieces are moved to the right over as many squares as shown by the spin.

When *inside* the checker board, the pieces are moved in *any direction* in a straight line; but when only one piece is moved, it may be moved in one direction for one arrow, and in another for the other. A piece cannot be moved forward and then backward over the same squares.

A Post Guard cannot be moved from its Sentry Box until one of its Relief Guards has been moved into the checker board; and should the Relief Guard be displaced (see page 5, line 10), no further move of the Post Guard can be made within the checker board until one of the Relief Guards has been got back again.

As soon as the Post Guard gets out of the checker board, it can be moved without restriction.

Only one Relief Guard of a player can enter the checker board at the same time.

No piece can pass over or occupy either of the Sentry Boxes of its opponents, whether occupied or not.

A piece may enter its own Sentry Box, but cannot pass over it when moving to other squares. A Relief Guard can occupy its Sentry Box with its Post Guard.

No piece can go into or out of the checker board except by its own Pass. Nor can it pass to or from the same, until it has arrived upon the Pass by the exact spin, moving for one or both of the arrows.

Should a player spin two sixes, or any other large spin, and be unable to move for the same within the checker board, he must move his Relief Guard which is upon the outside.

Only two pieces of the same player can occupy the same square at the same time, and no two opponent pieces can do so.

When two opponent pieces come together upon the same square the first comer is displaced; and if it be a Post Guard, it must be returned to its Sentry Box; if a Relief Guard, to the number 1 space of its Barracks.

When two pieces of the same player occupy a square together, they cannot be displaced.

When moving a Relief Guard into a Sentry Box, or a Post Guard into the Barracks, or either of them to the Pass, it must be done by the exact spin.

The pieces are moved over each other, and over the different squares, except the Sentry Boxes, without hindrance.

The pieces cannot be captured.

Two pieces occupying the same square cannot be moved together, except in case of a double spin; that is when both arrows point to the same number.

The player who first gets his Post Guard into his Barracks, and one of his Relief Guards into his Sentry Box, wins the game.

THE GAME OF BACKGAMMON.

FOR TWO PLAYERS.

IMPLEMENTS.—The Indicator, and thirty men—one half white, and one half black. Each player using a set of one color.

THE BACKGAMMON BOARD occupies the two inside compartments or boxes, and consists of twenty-four points alternating in color. Each box contains two "Tables" of six points each. The hinged part of the board is called the Bar. No account is taken of the Bar in moving; the men being passed over it as though the points were all in one compartment. During the game, a player sits at each end of the board, or with the points directly in front of, and extending from him.

The mode of playing will be more readily understood if the board is placed in position between the players, and each selects a set of men. This being done, the left hand table of the one who plays with the white men (hereafter called White), will be his Inner Table or Home, and his right hand his Outer Table; while the reverse or right hand table of the one with the black men (hereafter called Black), will be his Inner Table or Home, and his left hand table, his Outer one.

It will be seen that the Inner Tables or Homes of both players are opposite each other in the same box, and the Outer Tables opposite in the other.

The points at both ends of the board should be numbered in the minds of the players. In White's Home Table the numbers run from 1 to 6; and in his Outer Table from 7 to 12; commencing in both tables on the left, and following the points in regular order.

In Black's tables the points are numbered in the same manner, but his point number 1 will be on his right hand opposite White's point 1, and his point 12 on his left, opposite White's point 12; and so on with all his points. Black's points will always be found opposite White's points of the same number.

ARRANGEMENT OF THE MEN.—White puts five men upon his point 6 (the right hand one of his Home or Inner Table); three men upon point 8 (the second one in his Outer Table); two men upon point 1 of Black's Home Table (the one opposite his own point 1), and five men upon point 12 in Black's Outer Table (the one opposite his own point 12).

Black places his men opposite White's in the same manner.

THE GAME.—The object of the game is to get all the men into their respective Home tables, and then "throw them off" by the spin of the Indicator, as hereinafter explained.

The direction in which White's men are moved will be clear if he puts his finger upon point 1 of Black's Home Table, and passes it to the right to point 12; thence to point 12 in his own table, and across again to the left, to point 1 in his Home. Black does the same; starting at White's point 1, then passing to his point 12; thence to his own point 12, and from there to point 1 in his own Home.

DIRECTIONS FOR PLAYING.

Select a set of men and arrange them as above stated.

Play in turn,—spinning for lead. The highest spin playing first.

The men are moved over as many points as shown by the

numbers at the points of the arrows. One man may be moved for the whole spin, moving first for one arrow, then for the other: or two men may be moved, one for each arrow.

Players may move any of their men, their choice depending wholly upon their own interests.

When moving, the men pass over each other, or over points covered with men, without hindrance.

Doublets, that is when both arrows point to the same number, count double the ordinary spin. A player spinning a doublet may move one, two, three, or four men—the doublet counting the same as four arrows.

Players may have as many of their own men upon a point as they please, and it is customary to place them in a line up and down the point.

In no case can a player enter or move to a point containing two or more opponent men; and if at any time he is unable to move, except to such a point, he loses his turn.

Whenever any point contains but one man, the opponent player may, upon getting the proper spin move to that point, remove the man, and place it upon the Bar.

The owner of a man that has been placed upon the Bar, must enter it upon his opponent's Home Table upon his next spin. A player cannot make any move while he has a man upon the Bar.

A man is entered by placing it upon that point of the opponent's Home Table whose number corresponds to either one of those shown by the arrows. But if the points corresponding to both arrows have two or more opponent men upon them, the player cannot enter, and loses his turn. Two men may be entered upon the ordinary spin, and four upon a doublet.

As soon as a player gets all his men into his Home Table, he should begin to throw them off. This is always done according to the spin. Throwing off is the reverse of entering, and consists in removing the men from the points.

Prior to throwing off it is not necessary to get the men upon any particular point or points of the Home Table, but it is neces-

sary that they should all be within it. After a player has begun to throw off, if one of his men should be placed upon the Bar, it must be entered, and brought round to the Home Table again before throwing off any more men.

When throwing off, a player may use his spin in any way that will be most advantageous to him. He may move two men forward toward point 1. He may throw off one man for one (either) arrow, and move forward for the other; he may throw off two men, or (in case of a doublet) even four men; or he may use the total of his spin to move forward or throw off one man, but he must always throw off on the following basis:

First.—From points whose numbers correspond to those of the arrows, taken singly or added together.

Second.—From points whose numbers are smaller than those of the arrows. This can only be done when there are no men upon the points with higher numbers than the arrows.

When there are no men upon the points corresponding to the spin, and the points with higher numbers than those of the arrows contain men, the latter must be moved forward instead of throwing off.

The player who first throws off all his men, wins the game.

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GAME OF PALMISTRY.

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