

## CHECKERS OR DRAUGHTS.

### DESCRIPTION OF THE GAME.

IT is generally thought that of the two games, Chess and Draughts, the latter is the older game, and as, according to a no less eminent authority than Sir W. Jones, the former is about 4,000 years old, if draughts preceded and is the foundation of chess, its antiquity is very great. Both games, however, came from the ages when war was the chronic state among mankind, and seem to show that the moments of peace and recreation were utilized to keep alive the idea of conflict and conquest. The general use of draughts in Europe was not until the middle of the sixteenth century. Previous to 1670 one or two treatises on the game were published by scholars of some eminence, but after that date nothing appeared until 1800, when the next able work on the game, written by Joshua Sturges, was published.

Since then, however, both in Great Britain and America, several valuable treatises have appeared, and the game is known—to some extent—almost universally. Scientifically, however, it is not known nearly so well as it deserves to be.

The board on which the game is played contains sixty-four equal squares, and is the same board as that used for chess. There are twelve pieces for each of the two players, those belonging to the *first* side—the side which always begins the game—being red or black, and the twelve belonging to the *second* side being white. Any piece of either player which has either of its adjacent squares *behind* it vacant or unprotected may be taken by a piece of the opposite player which is adjacent to and in front of that piece, provided it be the opponent's next move; and he loses the game whose pieces are either all taken first, or whose remaining pieces can either not move at all, or not move without being captured.

The men are allowed to move only one square at a time and in a forward direction, until they have reached one of the squares at the extreme end of the board, and opposite to that from which the men started. Thence they may move in any direction, but only one square at a time.

A man may capture as many pieces as are exposed by having the alternate squares behind them vacant, provided it be legal for the man to move in their direction. The capturing piece rests on the vacant square beyond the last man so exposed.

When the board is in position in accordance with Law 2, the black squares, that is, the squares on which the men are placed, are numbered (mentally) from right to left, and from 1 to 32. This enables the various games and problems to be written, printed, or verbally described readily.

## STANDARD LAWS OF THE GAME.

1. The Standard Board must be of light and dark squares, not less than fourteen and one-half inches, nor more than sixteen inches across said squares.
2. The board shall be placed so that the bottom corner square on the left hand shall be black.
3. The Standard men, technically described as Black and White, must be light and dark (say red and white, or black and white), turned and round, and not less than one and one-eighth inch, or more than one and one-fourth inch in diameter.
4. The men shall be placed on the black squares.
5. The black men shall invariably be placed upon the real or supposed first twelve squares of the board; the white men upon the last twelve squares.
6. Each player shall play alternately with black and white men and lots shall be cast for the color only once—viz., at the commencement of a match—the winner to have the choice of taking either black or white.
7. The first move must invariably be made by the one having the black men.
8. At the end of five minutes (if the move has not been previously made), "Time" must be called in a distinct manner, by the person appointed for the purpose; and if the move be not completed on the expiry of another minute, the game shall be adjudged lost through improper delay.
9. When there is *only one way* of taking one or more pieces, "Time," shall be called at the end of one minute; and if the move be not completed on the expiry of another, the game shall be adjudged lost through improper delay.
10. Either player is entitled, on giving intimation, to arrange his own or his opponent's pieces properly on the squares. After the first move has been made, however, if either player touch or arrange any pieces without giving intimation to his opponent, he shall be cautioned for the first offence, and shall forfeit the game for any subsequent act of the kind.
11. After the pieces have been arranged, if the person whose turn it is to play touch one, he must either play it or forfeit the game. When the piece is not playable, he is penalized according to the preceding law.
12. If any part of a playable piece be played over an angle of the square on which it is stationed, the play must be completed in that direction.
13. A capturing play, as well as an ordinary one, is completed whenever the hand is withdrawn from the piece played, even though two or more pieces should have been taken.
14. When taking, if a player remove one of his own pieces, he cannot replace it; but his opponent can either play or insist on his replacing it.
15. Either player making a false or improper move, shall instantly forfeit the game to his opponent, without another move being made.
16. The "Huff" or "Blow" is, before one plays his own piece, to remove from the board any one of the adverse pieces that might or should have taken. But the "Huff" or "Blow" never constitutes a play.
17. The player has the power to huff, compel the taker, or to let the piece remain on the board, as he thinks proper.
18. When a man first reaches any of the squares on the opposite extreme line of the Board it becomes a "King," and can be moved backwards or forwards as the limits of the Board permit (though not in the same play), and must be crowned (by placing a man on the top of it) by the opponent; if he neglect to do so, and play, any such play shall be put back until the man be crowned.
19. A Draw is when neither of the players can force a win. When one of the sides appears stronger than the other, the stronger party is required to complete the win, or to show, to the satisfaction of the umpire or referee, at least a decided advantage over his opponent *within forty of his own moves*—to be counted from the point at which notice was given—failing in which, he must relinquish the game as a draw.
20. Anything which may tend either to annoy or distract the attention of the player is strictly forbidden—such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any principal so acting, after having been warned of the consequence, and requested to desist, shall forfeit the game.
21. While a game is pending, neither player is permitted to leave the room without a sufficient reason, or receiving the other's consent or company.
22. Any spectator giving warning, either by sign, sound, or remark, on any of the games, whether played or pending, shall be ordered from the room during the match, and play may be discontinued until such offending party retires.
23. A match between equals, wins and draws to count, should consist of an even number of games, so that each player may have the first move the same number of times.
24. Either player committing a breach of any of these laws must submit to the penalty, and his opponent is equally bound to exact the same.
25. Should any dispute occur not satisfactorily determined by the preceding laws, a written statement of facts must be sent to a disinterested arbiter, having a knowledge of the game, whose decision shall be final.

"The Move"—Its Theory and Changes.

"The Move" is a technical term signifying that the player who has it gets

the last move and can, in the course of a certain number of moves, confine his opponent's pieces so that the latter is practically helpless. Generally "The Move" wins the game; sometimes it only secures a "draw"; and sometimes, though rarely, the player who happens to have "The Move" loses the game.

Now it is possible by certain methods of calculation to know beforehand whether "The Move" will win or not. To do this the black squares are mentally divided into two series of four columns each and numbered consecutively from right to left. In the one series the columns are added up from the first square in Black's nearest row, viz., from the squares numbered 1, 2, 3, and 4. In the other series, the four columns are added from White's first square in the nearest row, viz., from the squares numbered 29, 30, 31, and 32.

Taking the above columns *upwards*, the squares numbered 1, 9, 17, 25; 2, 10, 18, 26; 3, 11, 19, 27; 4, 12, 20, 28, form Black's series of columns; while White's series of columns taken *downward* include the squares numbered 29, 21, 13, 5; 30, 22, 14, 6; 31, 23, 15, 7; and 32, 24, 16, 8. The numbers used above are only taken to indicate the two series, and are not to be added up in the mind of the player—it is only the number of pieces which happen to be in any or all of these columns that are to be counted. In other words the two series might have been indicated by two sets of letters (large and small) quite as well as by numbers.

Now whenever the players have an equal number of pieces—whether each have an odd or even number—it is evident that the *total number of pieces* are always even; and as an *even number* can only be divided into *two even* or *two odd* numbers, it is equally clear that when the pieces in each of the series are separately counted they will be both either even or odd.

Now as the players move, each of their moves must be out of one series into the other, making a difference of one more in the one series and one less in the other. Consequently, if before a given move the sum of the pieces in each system was odd, they will each be even after the move; after a second move, they will each be odd again and so on alternately—always provided a move does not take a man off the board.

**RULE 1.**—If when it is your turn to play you wish to know whether you have "The Move," take the sum of the pieces, both Black and White, in *either* (not both) series of squares, and if *their sum is odd*, you have "The Move"; if *even*, your opponent has "The Move." [Another way of putting this Rule is: If one or more columns in either series contain only *one* piece or only one vacant square, then if the sum of these vacant pieces or vacant squares be odd, you have "The Move," if even, your opponent has "The Move."

In using the second form of this Rule you will (a) never count more than one piece or vacant square in any given column, (b) never get a greater number than *three* when you have "The Move," or *four* when you have not "The Move."

At the beginning of a game "The Move" is with the second player, but it cannot at so early a stage be taken advantage of. Generally speaking an exchange alters "The Move"—that is you may obtain "The Move" by giving a piece in exchange for another; and any of the remaining Rules will enable a player to find what kind of exchanges either fail or succeed in changing "The Move."

**RULE 2.**—When the sum of the capturing pieces is even and in reverse series, and the sum of the captured pieces is odd on each side, "The Move" is changed; but if the capturing pieces are all in the same series, it is not changed.

**RULE 3.**—When the sum of the capturing pieces is even and that of the captured pieces is even on each side, "The Move" is not changed.

**RULE 4.**—When the sum of the capturing pieces is odd and that of the captured pieces is even in each system, "The Move" is changed; but if the latter is odd it is not changed.

**RULE 5.**—This Rule is of universal application in the most complex positions. When the sum of *all* the capturing pieces in both series is the same as the sum of the captured pieces in each series—that is both even or both odd—"The Move" is not changed; but if the one is odd and the other even it is changed.

#### *Useful Hints.*

Beginners should play slowly and if possible with an opponent who will, if necessary, allow more than the standard time for considering a move.

Generally speaking it is preferable to keep your men near the middle of the board rather than on the side squares.

Never touch a piece without moving it, and accustom yourself to play promptly any move, when your mind is made up.

See that the Laws of the Game are rigorously enforced whether by yourself or opponent.

Prefer as opponents superior players to yourself, and always accept the odds which a superior player offers.

If a player offers one man in a game as odds, the disparity between the opponents is, or should be considerable. The usual odds is a man in a rubber of three games.

There ought to be a motive for every move, consequently the result of any given move should be seen before it is taken.

Make a King as early in the game as possible.

If a skilful player, never mention it; and if you lose or win the game let the former be without resentment, and the latter with quiet modesty.

Never play for money, on the one sole and sufficient ground that one individual has no right to take value from another except in exchange for equal value. The fact that he agrees to risk makes no difference to the inequity (*iniquity*) of the proceeding. If it is not absolutely dishonest, gambling is intensely selfish.

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## DOMINOES.

### DESCRIPTION OF THE GAME.

DOMINOES is often considered, by those who have never played it, as a trivial amusement, and almost incapable of yielding any real enjoyment; whereas, in reality, in some of its possibilities, it is capable of affording exercise for the mind equal to many branches of mathematics. There is room in dominoes for calculation and skill—in fact, the game is nothing without them. Hence it, like other games of skill, is a source of mental recreation.

There are twenty-eight pieces in an ordinary set of dominoes—called *cards*. In some parts it is not unusual to find fifty-two, and even eighty-five pieces, according as the set is limited by the double nine or the double twelve. The principles of play, however, are the same whether the set be the ordinary twenty-eight set, or the extraordinary sets referred to.

There are certain preliminary processes to be gone through before the game commences. There is first what is technically termed "making." This is simply another term for "shuffling." The cards are laid face downwards, and then by a circular motion of the hands they are effectually mixed.

Next the "lead" has to be determined. (1) Each player draws a card, and the highest double claims the lead; if no double is drawn, the highest card determines the right of lead. The cards so drawn are then replaced face downwards, and the whole set re-made. (2) Another method is for one player to push two cards towards his opponent, who chooses one, and he takes the other. (3) A third method is to arrange the set in a line, which is divided at any point, the two cards at the point of division being selected, and a choice of these made by the player who cuts the line.

The lead being decided and the rest having been re-made, each player selects his "hand"—that is a certain specified number of cards—which are taken at random. The cards which remain when the selection is made are termed the "stock"—which is disposed of in various ways according to the particular game which is being played.

The leader next proceeds to "pose," which he accomplishes by playing any card of his hand, laying it on the table face upwards. The second player then "poses" by *matching* the card laid down by the first player, but always in harmony with the rules of the game which is being played. The card which the second player plays must have its side matching the card played by the first, placed adjacent to its fellow