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On

Teeko

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Fairview, Bergen County, New Jersey

PRINTED
IN
U.S.A.

RULES FOR PLAYING

ADVANCED

Teeko

Registered U. S. Patent Office

with

Point Scoring

created by

JOHN SCARNE

**WORLD'S FOREMOST
GAME AUTHORITY**

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ADVANCED TEEKO OR THE 58 POSITIONS

This is the advanced style of Teeko commonly called "the 58 positions." This added method of play makes Teeko the greatest skill game on the market today.

Advanced Teeko can be played Two-Handed, Three-Handed, and in Partnership, or in Multiple Partnership fashion. In addition it has eight different styles of play, each of which employs many ingenious systems of scoring a Teeko game or match.

Teeko has a total of sixteen different styles of play, a feature lacking in all other board games.

Advanced Teeko is more scientific than Checkers or Chess if for no other reason than it is more critical and requires greater precision than either of these games.

This version of Teeko is recommended to the advanced or average Teekoist who prefers a faster game, or desires to add a scoring system to his game.

The inventor must stress, however, that advanced Teeko is not recommended for children or beginners, simply because a certain amount of playing experience with each of the eight styles of play described in booklet titled, "Rules for Playing Teeko," is necessary before proceeding to the advanced styles of Teeko.

"Scarne On Teeko", (a 256 page book entirely devoted to the game of Teeko) substantiates the following claims made by the inventor:

A. Teeko is more scientific than checkers, chess or any word or track game.

B. For sheer fun and enjoyment, Teeko leaves all other board games far behind.

C. Teeko is rapidly sweeping the world, and at this early date, countless Teeko clubs have sprung up all over the globe, including darkest Africa.

RULES FOR PLAYING ADVANCED TEEKO

The advanced or 58 positions style of Teeko makes use of the standard 44 winning positions described in booklet, "Rules for Playing Teeko," plus 14 more winning positions which are added by declaring extended squares, winning positions. These square winning positions can be added to any of the eight styles of Teeko games discussed in booklet entitled "Rules for Playing Teeko": the standard game, the alternate game, or any of the combined alternate and standard styles of play. Thus Teeko has a total of sixteen different styles of play. No other skill game in the world can boast of so many different styles of play.

When the player wants to inform his op-

ponent that he wishes to play the advanced game with a certain style opening, he merely adds the words "fifty-eight positions" to the style of game preferred. For example, if the player wants to play the standard game, making use of these positions, he merely says, "Let's play Standard Fifty-eight Positions." If he wants to play alternate with the fifty-eight winning positions, he says, "Alternate Fifty-eight Positions." The same holds true for the other six styles of combined alternate and standard games. All the standard rules for the games prevail, with the addition of the fourteen extended winning square positions.

Description of The 14 Extended Square Winning Positions

These extended square winning positions are divided into three groups, each differing only in size.

Group 1: The Big Square. Five rows of five circles, each row running vertically and horizontally, form a twenty-five-circle square. This is the structure of the Teeko game board. Four Teeko pieces of the same color resting on the corner circles of this square (these are also the corner circles of the game board) make a square winning position. In order to distinguish this square winning position from others, it has been named the "big square." There is only one winning position of this type on the game board.

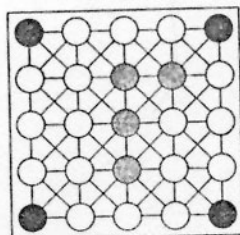
Group 2: The Sixteen-Circle Square. Four rows of four circles, each row running vertically and horizontally and forming a square formation on the game board, make a "sixteen-circle square." Four Teeko pieces of the same color resting on each of the four corner circles of this sixteen-circle square form a square winning position. This is called the "sixteen-circle square." These are four sixteen-circle square winning positions on the Teeko game board.

Group 3: The Nine-Circle Square. Three rows of three circles, each row running vertically and horizontally and forming a square position on the game board, make a "nine-circle square." Four Teeko pieces of the same color resting on the corner circles of this nine-circle square form a square winning position. This is called the "nine-circle square." There are nine such winning square positions on the Teeko game board.

To aid the student to understand more readily the structure or formation of these extended square winning positions on the Teeko game board, one square winning position from each of the three groups is illustrated on page 7.

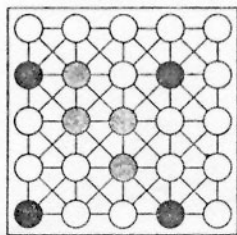
The four black circles in each illustration represent four Teeko pieces of the same color in a winning position. The four shaded circles represent the opposite-color pieces.

The Big Square



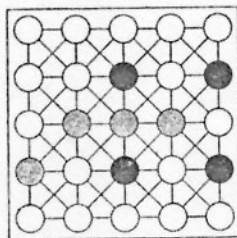
Teeko has one of the above winning positions.

The Sixteen-Circle Square



Teeko has four of the above winning positions.

The Nine-Circle Square



Teeko has nine of the above winning positions.

ADVANCED TEEKO WITH POINT SCORING

When the inventor added the point scoring features to Teeko it made Teeko the first all skill board game invented with a point scoring system, a feature lacking in Checkers, Chess and all other skill games.

Point scoring when added to the 58 winning positions style of play makes Teeko more interesting and demands more proficiency from the Teeko player.

Winning a Teeko point scoring game is no indication that the game has been played properly. Properly played, a game must be won by the most possible number of points. Often there are several winning moves in many winning set-ups. Therefore, for a game to be properly played, it must be won by the greatest number of points possible. And, when a player is in a losing position, he should attempt to minimize his loss as much as possible.

Point scoring has another added feature which permits a better Teeko player to give a weaker Teeko player or players a number of points handicap called a "Teeko Spot." This gives the weaker player or players a greater opportunity of winning a Teeko match. For example a 20 point match is to be played. The weaker player receives a

spot of 10 points. All he has to score is 10 points to win the 20 point match whereas the better player has to score 20 points. Following is a description of Teeko point scoring.

POINT VALUES OF WINNING TEEKO POSITIONS

To enable the inventor to add a point scoring feature to Teeko, each group of winning positions in the 58 positions style of play, had to be given number values. These values were determined by their frequency of appearance during actual play on the game board rather than by the number of ways each winning position can be formed, and they are as follows:

1. A player winning the game by forming a sixteen circle square position receives one (1) point.
2. A player winning the game by forming a nine circle square position receives two (2) points.
3. A player winning the game by forming a standard square, commonly called the small square, receives credit for three (3) points.
4. A player winning the game by arranging his four Teeko pieces in a row either horizontally, vertically or diagonally receives four (4) points.

5. A player winning the game by forming the "**Big Square**" receives **five (5) points**.

The rules of play governing the 58 positions apply to each variation of Point Scoring in addition to the specific rules of Point Scoring listed under each variation.

Following are the most popular ways of scoring a Teeko match. Have a pencil and pad handy to record the scores.

STRAIGHT TEEKO SCORING (TWO-HANDED)

Each game is played singly or as part of a match. If played singly, the winning player is credited with the point value of his winning position. When played in match fashion the following rules for scoring prevail.

A. The number of points which terminates a match must be mutually agreed upon by both players. The number may be 5, 10, 15, 20, 25 or more points.

B. The player, who first scores the total number of points or more mutually agreed upon, is declared the winner.

C. The difference in count between winner and loser is credited to the winner.

D. But, if a player scores a shut-out (losing player fails to score) the winning player's score is doubled.

TEEKO SCORING WITH BONUSES (TWO-HANDED)

The number of points which terminates a match must be mutually agreed upon by both players before the start of the match. The same holds true for the number of points allowed for the match bonus. Although these two figures are usually the same, many players prefer to make the match bonus higher. For example 15 points ends the game and the match bonus may be 15, 20, 25 or more points.

A. The match ends when one of the players scores the number of points or more as mutually agreed upon.

B. An extra **5 points** is added to each player's score for each game he wins. This is commonly called a "**game bonus**" or "**box bonus**."

C. Winner of the match gets a **match bonus** equal to the number of points mutually agreed upon.

D. Should a player score the number of points or more as agreed upon before his opponent scores any points at all, the winner receives an additional **shut-out bonus** equal to the number of points agreed upon as a **match bonus**. When a player fails to score any points and the match is completed, it is called a "**Shut-Out**," "**Schneider**," or "**Blitz**."

E. Winner of the match scores the difference between the two players' totals.

Variation in scoring: A very popular variation between players of equal standing is to double everything for a shut-out. Double points, game bonuses and match bonus.

TEEKO SCORING WITH BONUS (THREE-HANDED)

1. The scoring is exactly the same as in Teeko scoring with bonuses for two players as described above except that the winner receives point credits from each opponent.

2. The player with the second highest score receives point credits from the player with the lowest score. See booklet "Rules for Playing Teeko," governing three-handed Teeko.

PARTNERSHIP TEEKO WITH POINT SCORING

This is four-handed Teeko with two players teamed against the other two. The necessary requirements for partnership play are two Teeko game boards and pieces plus pencil and pad. The rules of Teeko embracing the 58 winning positions apply plus the following additional rules:

A. Upon the completion of a match each player of the winning partnership receives credit in points (from a player of the losing

partnership) equal to the difference between the two partnerships' total scores.

B. Partners may be decided by mutual consent or as follows: Any player, on agreement, places two black and two red Teeko pieces under the Teeko game board, mixing the pieces as he does so.

C. Each player reaches under the board and blindly picks a Teeko piece. The player who mixed the pieces takes the last remaining Teeko piece.

D. The players holding the black Teeko pieces become partners against the players holding the red Teeko pieces. Both players holding the black Teeko pieces start the match by each playing the black pieces and in turn their opponents each play the red pieces. This procedure of play keeps alternating with each new game. It is mathematically unsound for one player to play the black pieces while his partner plays the red pieces during the same game.

For example: A and B picked the two black Teeko pieces, hence they are partners against C and D who picked the two red pieces. The play is as follows: A plays the first game against opponent C. B plays his first game against opponent D. For the second game, A plays D, and B plays C, and so it goes until the completion of the match.

Following are the rules on how to score a

four-handed Teeko match. Team scores not players' scores are entered on the score sheet. Example: A and B partners playing C and D. A wins his game by 4 points, but B loses his game by 2 points. Team A and B wins the game by 2 points. Had B won his game by 2 points, team A and B would have won the game by 6 points. This is the only score entered on the score sheet. Mind you, for it is crucial. The score is not entered in Partnership Teeko until both games have been completed and both scores have been added or balanced against each other.

1. Eight games constitute a match. Each player of a partnership plays in four games. (By mutual agreement, the number of games that terminate a match may be increased to 10, 12, 14 or more.)

2. The scores are totaled. Partnership having the highest score is declared the winner of the match.

3. Winner of the match receives a match bonus of 25 points.

4. An extra 5 points is added to each partnership's score for each game won.

5. Should a partnership score a "shut-out" by winning all the games and the opposing partnership fails to score, an additional 25 points shut-out bonus is credited to the winning partnership's score.

6. Each player of the winning partnership

scores the difference between the two partnerships' totals.

7. Should a tie exist upon the completion of the number of games, constituting the match, an additional game or games must be played until the tie is broken and a winner is declared.

A popular variation for Partnership Teeko is to play the match as described above with the exception that a specified number of points as mutually agreed upon terminates the match. The number of points may be 15, 20, 25 or more. Match and shut-out bonuses are usually equal to the number of points which terminates the match but may be greater if mutually agreed upon.

MULTIPLE-PARTNERSHIP WITH POINT SCORING

Team play can be extended beyond four hands. There can be three on a side, four on a side, and I have seen at the Fairview Teeko Club, Fairview, New Jersey, as many as twelve persons play in two teams of six each. All the rules of Partnership Teeko with Point Scoring prevail. The arrangement of players can be made to suit convenience: either team A on one side of a long table with team B on the opposite side; or in groupings of four, two from each team at each table.

SUPER-TEEKO SCORING

This method of scoring is favored by players who prefer Teeko's winning positions, game bonuses, match and shut-out bonuses to possess a greater point-scoring value, in turn leading to larger total scores. This is accomplished merely by adding a zero to each of the scoring values in effect at the time of play.

For example, a usual 10 point match becomes 100 points, a 20 point match becomes 200 points, etc. The same holds true for match and shut-out bonuses. The winning position values of 1, 2, 3, 4 and 5 points are increased to 10, 20, 30, 40 and 50 points, and the 5 point game bonus is increased to 50 points.

TIME LIMIT VARIATIONS

A popular variation for determining the ending of a match, which can be employed in two-handed, three-handed, Partnership, or Multiple-Partnership Teeko, is to set a time limit for the duration of the match. The time limit must be mutually agreed upon by all players, for example, fifteen minutes, a half hour, or an hour period.

Example:

A. Players agree to play Teeko for an hour. The time of starting is marked on the score sheet, also the expected hour of the completion of the match.

B. The game that is in progress at the expiration of the time limit must be completed within the next two minutes. If it is not completed within two minutes after the time limit, this game is called a "no contest," and does not figure in the match.

C. Upon expiration of the time limit the scores are tallied. Winner or winners receive the difference in count, game bonuses, match bonus, and shut-out bonus, the same as in scoring for two-handed, three-handed, partnership, or multiple-partnership Teeko.

RED SELECTS THE GAME

A popular style of Teeko which adds variety and demands greater proficiency of the Teeko player is for the holder of the red Teeko pieces to decide which style of opening should be used in the following game. It may be one of the following: Standard 58 Positions, Alternate 58 Positions, One Move Standard 58 Positions, Two Move Standard 58 Positions, Three Move Standard 58 Positions, One Move Alternate 58 Positions, Two Move Alternate 58 Positions, Three Move Alternate 58 Positions. Or, if desired, when playing two-handed the loser of the previous game chooses which one of the above eight styles of Teeko play shall be employed in the following Teeko game. For a description of each of the eight above styles of play, see booklet, "Rules for Playing Teeko."

PLAY THE 16 STYLES OF TEEKO

To distinguish the eight Standard Styles of Teeko (Teeko styles making use of the 44 winning positions) from advanced Teeko, each of these styles have been named "The 44 Positions."

In this manner each of the sixteen styles of Teeko can easily be brought into play during a Teeko session.

For example, if you desire to employ the standard drop and make use of the 44 winning positions, you merely say "Standard 44 Positions." If you wish to play Advanced Teeko and employ the standard drop you say "Standard 58 Positions." In brief you merely call one of the eight opening styles you desire to play, and then add either the 44 positions or the 58 positions.

The 44 position style of Teeko can be used in a point scoring match, simply by permitting a winning position of four in a row to carry a value of 4 points and the standard square a value of 3 points. These are the only scoring values in the 44 Positions.

TRAPS AND STRATEGIES OF THE 58 POSITIONS

All the traps (described as winning plays in booklet, "Rules for Playing Teeko,") plus strategies, tips and scientific maneuvers discussed in the booklet apply to this style of

game. At times, however, many of these traps, strategies, and maneuvers are rendered ineffective due to the appearance of an extended square trap on the game board. But, for the same reason, an extended square trap can be rendered ineffective by the appearance of one or more of the above mentioned traps, strategies or scientific maneuvers. But, each of these traps, strategies and maneuvers can be made equally effective by expert playing.

There are hundreds of these new extended square traps that make their appearance in this style of play. Following are 8 such traps selected from the many hundreds of possible new type square traps that are found in the 58 positions style of play. These traps can be formed in 2, 3 or 4 moves. There is just enough difference to bring home to the student the modus operandi of the new type of square trap. For the reader to be able to follow the play of these winning traps, see illustration, page 14 of booklet, "Rules for Playing Teeko."

Many of these traps listed here can be played in more than one correct way, but to save space, only one winning play is listed. Always study these traps from the four sides of the game board by giving the board a quarter turn each time.

Extended Square Trap No. 1

Place the Black Teeko pieces on circles 4, 7, 12 and 19. Place Red's Teeko pieces on 8, 13, 17 and 20. Black to move and win in two moves.

Solution: Black moves 12 to 16. Red moves any piece desired. Black moves 7 to 1 and forms a sixteen circle square winning position, scoring 1 point.

Extended Square Trap No. 2

Place Black Teeko pieces on circles 7, 9, 16 and 19. Place Red Teeko pieces on circles 8, 13, 18, and 20. Red moves first and Black wins in two moves.

Solution: Red moves either 13 or 18 to 17. Black moves 9 to 4. Red moves any piece desired. Black moves 7 to 1 and forms a sixteen circle square winning position, scoring 1 point.

Extended Square Trap No. 3

Place Black Teeko pieces on circles 3, 9, 15 and 19. Place Red's Teeko pieces on circles 7, 14, 18 and 20. Black moves first and wins in two moves.

Solution: Black moves 19 to 13. Red moves any piece desired. Black moves 9 to 5 and forms a nine circle square winning position, scoring 2 points.

Extended Square Trap No. 4

Place the Black Teeko pieces on circles 2, 13, 20 and 24. Place the Red Teeko pieces on circles 6, 9, 12 and 19. Red moves first and wins in three moves.

Solution: Red moves 6 to 1. Should Black move 2 to 3 or 13 to 8, Red moves 9 to 4. Black moves any piece desired. Red moves 12 to 16 and forms a sixteen circle square winning position. Should Black for his first play move 13 to 17, Red for his second play moves 12 to 16 and for his next play moves 9 to 4 forming a sixteen circle square winning position, scoring 1 point.

Extended Square Trap No. 5

Place the Black Teeko pieces on circles 1, 9, 17 and 19. Place the Red Teeko pieces on circles 8, 18, 22, and 23. Red moves first and Black wins in four moves.

Solution: Red moves 8 to 7. Black moves 9 to 4. Red moves 22 to 16. Black moves 17 to 21. Red moves any piece desired. Black moves 19 to 25. Red moves any piece desired. Black moves 4 to 5 and forms a "Big Square," scoring 5 points.

Extended Square Trap No. 6

Place the Black Teeko pieces on circles 1, 8, 12 and 25. Place the Red Teeko pieces on circles 7, 13, 23 and 24. Black moves and wins in three moves.

Solution: Black moves 25 to 19. Should Red move either 7 to 3 or 13 to 9, Black moves 8 to 4 and for his third play moves 12 to 16 and forms a sixteen circle square, scoring 1 point. Should Red for his first play move 23 to 22 or 17, or 7 to 11, or 13 to 17, Black moves 12 to 16 and follows through with 8 to 4 forming a sixteen circle square and scoring 1 point.

Extended Square Trap No. 7

Place the Black Teeko pieces on circles 1, 9, 16 and 19. Place the Red Teeko pieces on circles 8, 14, 15 and 18. Red moves first and Black wins in two moves.

Solution: Red moves 8 to 4. Black moves 16 to 17. Red moves any piece desired. Black moves 1 to 7 and forms a nine circle square winning position, scoring 2 points.

Extended Square Trap No. 8

Place the Black Teeko pieces on circles 1, 8, 14 and 24. Place the Red Teeko pieces on circles 7, 12, 13 and 19. Red plays first and wins in two moves.

Solution: Red moves 13 to 9. Black moves any piece desired. Red moves 12 to 17 and forms a nine circle square winning position, scoring 2 points.

THE PERFECT GAME

To the men and women of the Armed Forces, to the Boy Scouts and Girl Scouts, to high school and college students, to the members of the Y.M.C.A. and Y.W.C.A. and other like organizations, to the sick and disabled, the game TEEKO has a great deal of appeal—both as an educational as well as a most delightful pastime.

It has a lot of appeal to fathers and mothers in the training of their children, it has tremendous appeal to teachers and instructors in the educating of students.

Teeko has a terrific appeal to chess and checker fans, it has an enormous appeal to all other game fans, as a matter of fact it appeals to everyone—it's the perfect game.