



Master Marbles

THE ORIGINAL

CAT'S EYE



Master Glass Company

CLARKSBURG, - WEST VIRGINIA

U. S. A.

BAGS OF MARBLES

Packaged in Polyethylene

Maximum Sales Appeal



SEE PRICE LIST FOR DESCRIPTION



Over a Quarter Century Experience
in the Manufacture of
Glass Toy Marbles and Glass Balls
for Every Purpose

NO. 10 MARBLE SET

THE NATIONAL MARBLE GAME OF RINGER

RINGER is played in a ring, one (9) feet in diameter, with thirteen (13) marbles, 3 inches apart arranged in the center in a cross. The object is to shoot these marbles out of the ring, the player shooting the largest number of marbles out of the ring in any game being the winner of that game. No less than two and no more than six may play in one game in RINGER.

DIAGRAM OF RING



PLAYING REGULATIONS

Marbles knocked out of the Ring shall be picked up by the player who knocks them out.

Whenever a marble or shooter comes to rest on the Ring Line, if its center is outside the Ring, or exactly on the Ring Line, it shall be considered out of the Ring; if its center is inside the Ring, it shall be considered inside the Ring.

A player hitting an opponent's shooter inside the Ring, but not knocking it out, shall pick up any marble he chooses, and shall proceed to shoot. However, he shall not hit the same opponent's shooter again until after he hits another shooter, or knocks a marble out of the Ring, or he comes around to his next turn to shoot.

A player knocking an opponent's shooter out of the Ring shall be entitled to all the marbles won by the opponent, and the opponent whose shooter has been knocked out of the Ring is out of the game, "killed". If the opponent who was knocked out of the Ring has no marbles, the player who knocked him out shall not be entitled to pick up a marble for the shot.

If a shooter knocks out two or more marbles, or hits an opponent's shooter and a marble, or hits two opponent's shooters, or completes any other combination play, he shall be entitled to all points scored on the shot. The game shall end when the last marble is shot out.

SCORING

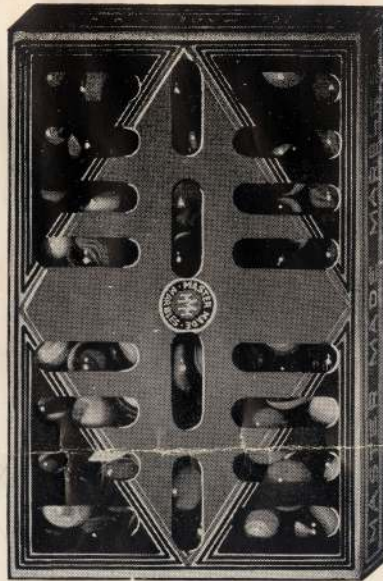
For each marble knocked out by a player, he shall be credited with the value of that marble.

For each time a player hits the shooter of an opponent, and does not knock it out of the Ring, he shall be credited with the score of ONE.

For each time a player knocks an opponent's shooter out of the Ring, he shall be credited with all the marbles previously scored by the hit opponent.

The player having credited to him the largest number of marbles at the completion of the game shall be winner of that game.

In games where more than two players are engaged, if two or more players lead with the same score, these in the tie shall play a new game to break the tie.



Contents—60 No. 0 Master Marbles put up in this attractive box, having the rules for the National Game of RINGER printed on the back of the box.

Dignified and
Attractive
Packaging

Quality Unexcelled

No. 5 MARBLE SET



Contents — 30 No. 0 Master Marbles
Packaged in its attractive box.
— Will Outsell the Bags —

NO. 13 SHOOTER ASSORTMENT



No. 13 is a lucky number in this instance, for the twelve No. 1 Shooter Marbles packed in this attractive box will prove to be one of your best sellers. Packed 2-gross to shipping carton, each carton weighing 62 lbs.

MASTER MARBLES
AKRO AGATES
in Packages and in Bulk

— BRAND NAMES —

Clearies - Glassies
Opal - Game
Climax - Unique
Cat's Eye

Quality - Our Motto



PACKED IN COUNTER DISPLAYS

SIZE	Apprx. Diameter	Packed Per Box
No. 00	9/16"	100
No. 0	5/8"	100
No. 1	11/16"	100
No. 2	3/4"	50
No. 4	7/8"	50
No. 6	1"	50

CHINESE CHECKER MARBLES



No. 60 Chinese Checker Marbles

60 Marbles — 10 each of six different colors packed in an attractive box.



Marbles packed in bulk for games employing the use of Marbles.

We specialize in the manufacture of marbles to meet your requirements.



Our laboratory for special requirements is at your disposal.

We invite your inquiries



Pioneers in Colored Glass

Blank rectangular area for contact information or address.