

Copyright 1907, 1933 by PARKER BROTHERS, Inc.

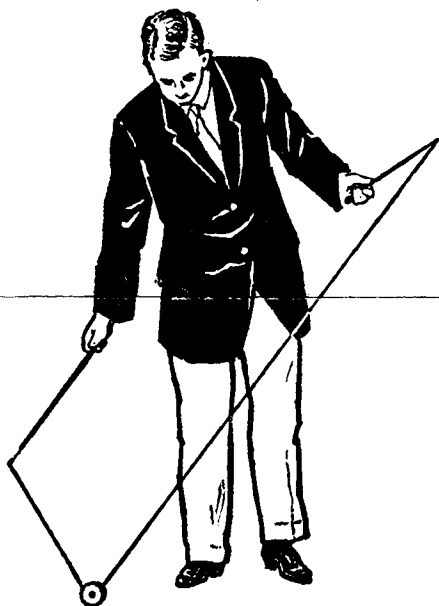
PARKER BROTHERS, INC.

SALEM, MASS., NEW YORK, CHICAGO, LONDON

Sole Makers of Camelot, Pit, Rook, Ping-Pong, Pegity, Touring, Eddie Cantor's "Tell It To The Judge"
and many other PARKER GAMES.

Equally fascinating and fashionable in summer and good winter weather.
For all ages.

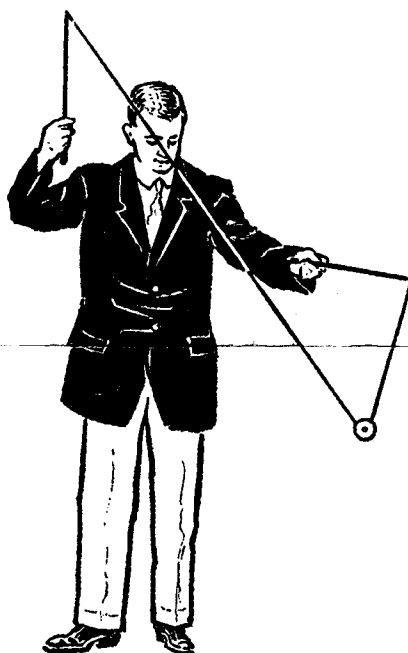
For one, two or four players.



1

The Start

Impart a brisk rotation to the Diabolo by lifting the right wand, rolling the Diabolo swiftly towards position 2.

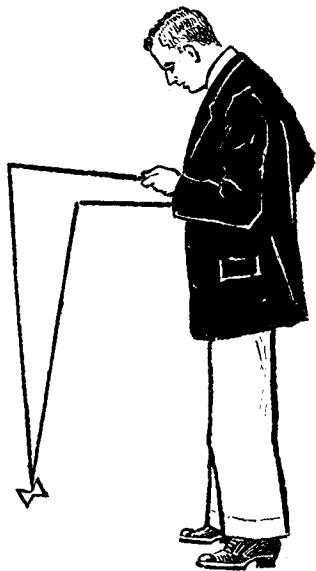


2

The Diabolo is now rotating. Now quickly lower the right hand, letting the Diabolo fall back without much retarding friction.

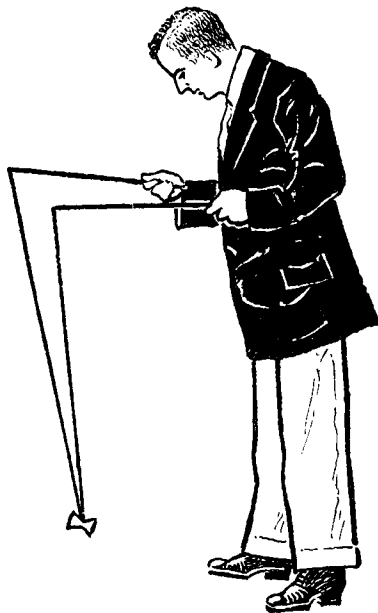
BEGINNERS will find it easier to roll the Diabolo a few inches along the floor before swiftly raising it to position 2. It is the UPWARD MOVEMENT of the right wand alone which gives all rotation. Keep raising and lowering the RIGHT WAND, thus whipping the Diabolo so that it whirls rapidly.

Continue briskly raising and lowering the right wand, easing up and down with the left. Do not do any whipping with the left hand, the right hand doing all the work. Note that the rotation must be kept in one direction.



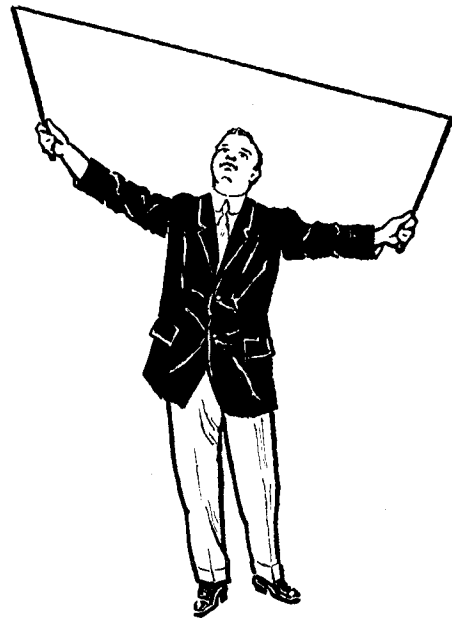
3

Prevent tipping outward. Draw back the point of right wand, keeping up brisk rotation and Diabolo will balance.



4

Diabolo is tipping inward. Balance by pushing point of right wand forward. Rotate swiftly at same time.



5

To throw the Diabolo, let rotation be rapid, and when Diabolo is nicely balanced in the middle of the string, raise both wands, pulling them apart, and Diabolo will shoot into the air.

A beginner should change his position if necessary sufficiently so as to keep axis of the Diabolo pointing directly from the body.

EXERCISE

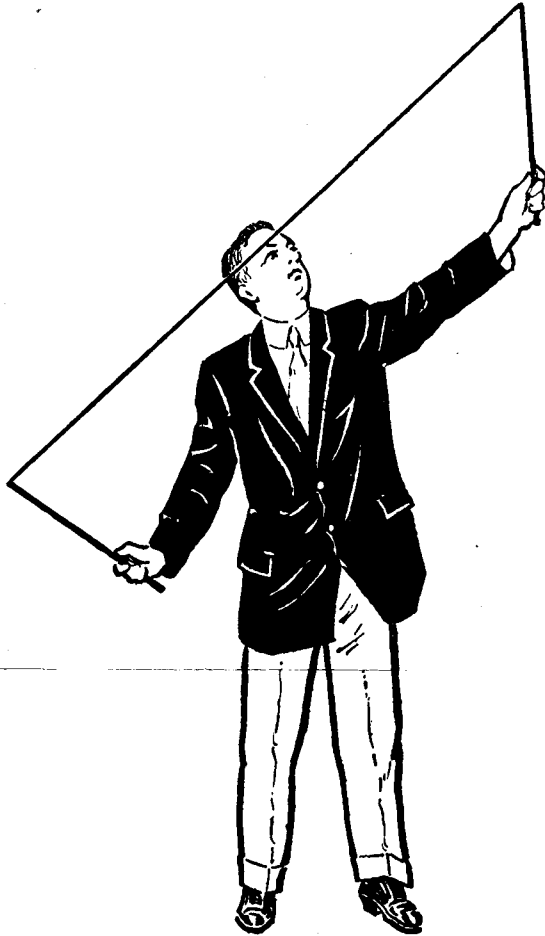
This game for one person is the most delightful and exhilarating exercise in the open air for either Winter or Summer. It increases the chest and muscular development, and while gentle in its movements and delightful in its play, is used by many amateur athletes for this purpose.

FOR TWO PLAYERS

The game for two players is most fascinating and attractive, the play being made by tossing "The Diabolo" from one to another. In playing the two-handed game players should stand side to side thereof at some distance apart.

After playing the two-handed game for a little while the player will attain an ability to throw it a very high distance and be able to catch it gracefully as it descends from the other players' wands.

COURT DIABOLO is the best game for two players.



6

To catch the Diabolo point right wand at the center of the falling Diabolo. As it touches the string immediately release the tension letting the Diabolo fall in position so you can again accelerate rotation and again toss it.

PARTNERSHIP

In the four-handed game, two sets of partners play, each set of partners in turn playing a fifteen minute period alternately. The number of periods to this game is usually four, thereby consuming an hour, but this may be reduced by previous agreement to a fifteen minute "half," or increased to any number of periods as agreed upon before the game begins. The count in the partnership game is as follows:

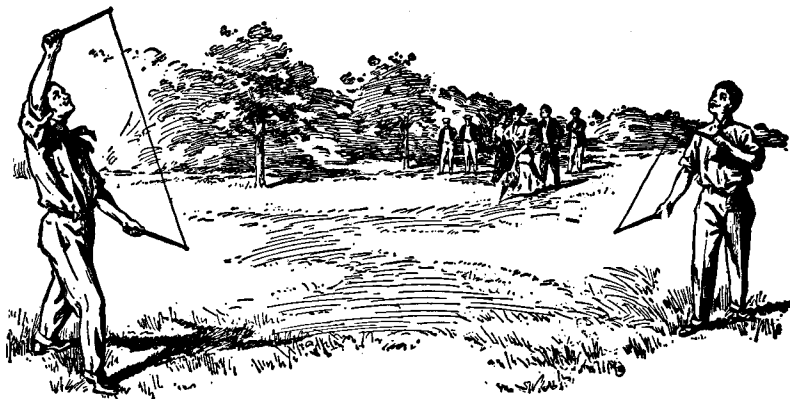
1 Point is counted for each catch made by either of the partners.

5 Points are deducted for each time that the Diabolo, once in motion, touches the ground.

10 Consecutive catches without striking the ground **doubles the score during that run**, (i.e., counts 20, and 2 points extra for every catch over 10.)

A run of 25 catches counts 100 and each additional catch in that run in the same ratio.

A "demi-run" is 50 catches without dropping, and counts 250 points.



A "grand run" (100 catches without dropping) counts 1000 points. The Partners making the largest score in this contest **WIN THE GAME.**

COURT DIABOLO

Court Diabolo is played on two spaces, 12 feet square, separated by a neutral space of the same dimensions. These squares are ordinarily marked by strips of wide tape. In the centre of the neutral space and separating the contestants is either a net, bar, or wide strip of white tape, the top of which is 8 feet from the ground, over which the Diabolo must be tossed, it being a foul to throw it underneath.

The serve is given to one of the players who tosses same across the net, with the object of landing it in his opponent's court. The Diabolo is returned above the bar or net. The count is 5 points against a player, if the Diabolo strikes the ground within his court, and is against the player if he serves or returns the Diabolo so that it strikes outside of the opposing court. **The game is won by the first player obtaining 50 points.** This game is sometimes played without net or bar, in which case the players must serve and return with fairness in the throw.

PARKER BROTHERS, Inc.

SALEM, MASS., NEW YORK AND LONDON