

H E A R T S

The Society Game

ALSO KNOWN AS

HEART DICE

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KEEP YOUR GAME COMPLETE.



Articles used in playing the game of HEARTS may be had at the following prices: pegs (plastic material) five cents each, wood cup (highly polished) ten cents, cubes ten cents each, score counter twenty cents and cup (plastic material) twenty-five cents. Two-cent postage stamps accepted in payment, and goods will be sent by mail, postage paid.

AMERICAN PLAY GAMES CO.,
Rutherford, New Jersey

→ * HEARTS * ←

THE SOCIETY GAME

In explanation of this, the most fascinating game of the Twentieth Century, we beg to advise that the game of HEARTS is played with six cubes, all of which are marked alike and as follows: one side is marked with the letter H, the other five sides are marked with the letters, E, A, R, T, S, respectively; each cube, therefore, spells the word "HEARTS." All six cubes must be used at each throw, and are best thrown with a regular cup, may, however, be thrown from the hand if preferred. The game of HEARTS is attractive to both old and young, is full of exciting plays, and furnishes a world of amusement for everybody at all moments during the entire play. You will find it on sale at your leading Stationery, Toy and Department Stores. As a progressive game for afternoon or evening parties, HEARTS has no equal.

Respectfully,

AMERICAN PLAY GAMES CO.

Rutherford, New Jersey

PROGRESSIVE HEARTS.

When arranging a game of PROGRESSIVE HEARTS, general rules and customs governing other progressive games may be applied. Four persons play as partners at each table, and the score in every particular is counted the same as in a regular game of Hearts. Any number of tables may be played, and six rounds are played at each table, after which winners progress to next table and there change partners, losers remaining at same table. When three H's appear in one throw at any table, it cancels the combined score made by both partners who then start a new count as in the beginning of a game. In case of a tie score at any table, two opposing players roll all six cubes, once each, the side then making the highest count progresses. The Hostess, may at any time declare the game closed, call for score cards, and announce the winner.

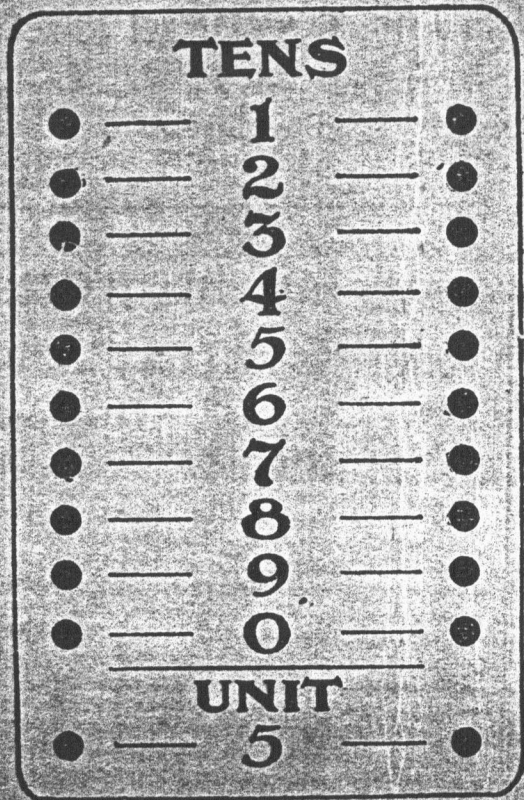
RULES GOVERNING THE GAME OF HEARTS.

1. The game of HEARTS is played from right to left.
2. Any number of people may play at one table.
3. Each player has but one throw.
4. All six cubes must be used at each play.
5. The cubes may be thrown from the hand, instead of cup, if preferred.
6. Players count separately for themselves, or jointly as one, when playing as partners.
7. 100 points constitutes a game of HEARTS; this, however, may be changed to any number by agreement before beginning a game.
8. In order to count, all cubes must lay flat and separately by themselves upon the table, - otherwise the play would be called a "dead throw" and must be thrown over.

MANNER OF COUNTING SCORE IN PLAYING THE GAME OF HEARTS.

After each throw of the six cubes, a count can only be made when the letters H, E, turn up; this counts five, then add five more for every other letter appearing in regular order as you would spell the word "HEARTS". H, E, therefore, counts five, H, E, A, counts ten, H, E, A, R, fifteen, H, E, A, R, T, twenty, H, E, A, R, T, S, counts twenty-five. When the letter H turns up three times in any one throw, it cancels the entire score made by the party at play, who then starts a new count as in the beginning of a game. The letters H, E, must appear in any throw, in order for any combination to count.

HEARTS retails at fifty cents and one dollar. The fifty cent style consists of six cubes, one wood cup and book of rules. The One-dollar style consists of six cubes, cup, counter and four pegs (all of plastic material), also book of rules.



The accompanying illustration shows our original Score Counter for the game of HEARTS. It is used as follows: when making a count of five, peg figure five at bottom of counter, marked "UNIT". The upper row of figures marked "TENS," is used for all counts ending with a cipher; thus, for forty, peg figure four and the cipher, for eighty, peg figure eight and the cipher. Where two figures are required, and the score ending with the unit five, as 15, 25, 35, and so on, peg the first figure from the upper row marked "TENS" and for your second figure, peg the unit at bottom of Counter. Four pegs are required to properly count with our counter. Red counts on one side, blue on the other.

TO THE PUBLIC

It is our aim to produce good play games only, make them up carefully, and sell them at a reasonable price.

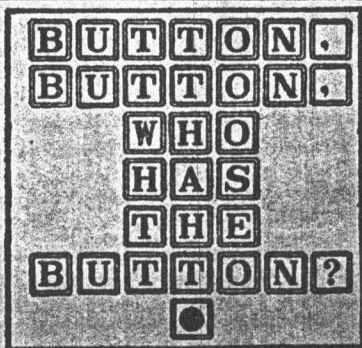
PARLOR BASEBALL

The game played with but one dice, is now made in three styles and is sold from the Atlantic to the Pacific. Popular everywhere.

Try it around the family table, and you will agree with us that

BUTTON-BUTTON

is the greatest of all
HOME GAMES



BUTTON-BUTTON

the new Dominoe game is both pleasing and entertaining. It will interest every member of the family, old or young.

The above games are sold by leading Stationery, Toy and Department Stores over the United States. Should you fail to find them in your town, write us direct.

AMERICAN PLAY GAMES COMPANY

RUTHERFORD, NEW JERSEY