

The New Star Game



35

OR



HUNTEX

MANUFACTURED BY

THE HUNTEX CO.

WORCESTER, MASS.

PRICE 25^{CTS}

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6. After passing 26 in building to 35, if a player holds no card which added to the number called by the previous player will make 35, but has a card which added will make more than 35, he may play the latter card, and thus prevent the next player from gaining the desired point. For instance, if the number last called is 28, and the next player holds no card which added to 28 will make 35, but holds a card numbered 8, for example, he may play that card, calling "36, and broken." All cards then played are placed on the center of the table, and the next player in turn starts anew to build to 35. Thus the play proceeds until the six cards of each player are played, when the next in turn to the first dealer shuffles and deals from the whole pack as before.

7. Any player succeeding in breaking a point twice before any other player succeeds in making 35 shall be entitled to one point, the same as if they made 35 in building.

8. The number of points required to win a game consists of *five*; that is, the player who first succeeds in building to 35, *five times*, wins the game. An interesting feature of the game is the "breaking of the point," as explained in rule 6.

The EDUCATIONAL feature consists in the facility gained in the rapid and correct addition of numbers, the combinations being many and varied. Rapidity is the beauty of the game.

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RULES and EXPLANATION

—OF—

The New Star Game,

"35, or HUNTEX."

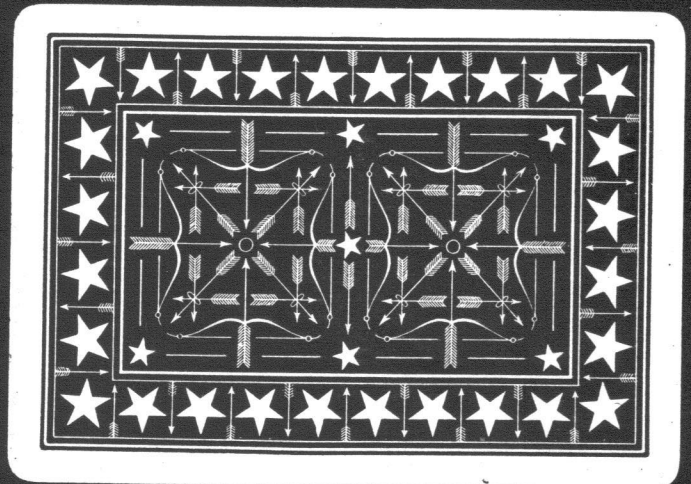


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EXPLANATION.

1. The significance of the name of the new star game—"35, or Huntex"—is shown by the design on the outside of the pack. The name "Huntex" is represented by the Indian hunting for game, the game in sight being the eagle, the squirrel and the deer. Thus the players are hunting for points with which to win the game. The "x" means an unknown quantity, as no player knows the number which the next player will build at each succeeding play. The deer and the squirrel represent cunning, and the eagle boldness. So should the players exercise these qualities to gain the desired point or to break it, and thus keep the next player from gaining it. The eagle and its young signify that both old and young can play with interest and profit.

2. The cards are so printed as to represent our national colors—the red, white and blue.

3. The design on the face of each card calls attention to the name of the game—"35, or Huntex"—the same being printed across the card at each end, while the largest and outer circle contains thirty-five stars, and the two inner circles thirty-five marks each.

4. The backs are designed with thirty-five stars each, representing the name of the game.

5. The game being very simple, can be readily learned by persons of all ages above eight years, and any number from two to eight can play. The larger the number of players within these limits the more interesting the game.

RULES.

1. There are fifty-two cards in the pack, sixteen marked zero, and thirty-six building cards marked from 1 to 12.

2. Shuffle and deal the cards, one or three at a time, until each player has six cards.

3. The player at the left of the dealer lays down in front of himself any one of his cards, and calls the number thereon; for example, 7.

4. The next player on the left plays one of his cards; for example, 9, thus adding to the number before played, and calls, as he plays, "16."

5. Should the next player not wish to increase the number last called, if he holds a zero card he may play it at any time in the game, except as a *first card*; when he plays, calling the last number, 16, and so on until some player has made the point 35.