

BROADCASTING

soon thru this instructing and interesting game learn the characteristics of the important broadcasting stations.

Partnership Broadcasting

Four play—two against two—partners opposite. The combined books (or points) of partners are scored after each deal. The game is played the same as "Broadcasting" with the exception that either of your opponents may interfere with "static." The opponent interfering is given the card. The partners making the greatest number of points after each player has dealt once wins the game.

Progressive Broadcasting

At progressive parties, Partnership Broadcasting is played by four players at each table. Four hands are played giving one deal to each player.

The partners having the highest total at the end of four hands, move to the next higher table, they change partners, each player having received credit for the total score of himself and partner combined.

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Nine

Radio Junior

The deck consists of 51 cards, there being 17 sets of three of the same station. Each player receives five (5) cards. The object of the game is to have the five (5) cards spell the word RADIO, which is equivalent to ten (10) points or if three (3) cards of any one station are procured, the player lays them down and is credited with four (4) points; laying down two (2) cards of any one station is equivalent to one (1) point. The player reaching a total of twenty-five (25) points is declared the winner.

The procedure of the game is as follows: The cards should be well shuffled and each player receives five (5) cards, dealt one at a time. The balance of the deck is placed face down in the center of the table. If the first player has cards that partly spell the word RADIO, (i. e.) R-A-O he draws one off of the pack and discards FACE UP a card which will not help him in spelling the word RADIO, or, which will not help in making a pair or three of a kind. The next player is entitled to take the card discarded, or draw one from the top of the face down pack. When a player lays down a pair or a three of one kind, no additional cards can be played upon the spread, by himself or any other player. When a player lays down the word RADIO, or a pair and three (3) of a kind, or when the last card of the face down pack is drawn all the cards are again shuffled and a new deal is given.

The letters in the center of the card correspond to the city where a broadcasting station is located. The mileage shown designates the distance that the station can broadcast and the meters designate the wave length. The ONLY LETTER used in playing the game is the one shown in the corner of the card.

Ten



RULES
for the
THREE
Modern,
Instructive,
Fun
Producing
GAMES

The Distinctive Games
For ADULTS For CHILDREN
All Played with the Same Cards

"RADIO"
"Radio Junior"
"BROADCASTING"

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Radio Games Company
Peoria, Illinois

Six

BROADCASTING

plete the book. He may ask any player for this "E" card. However, he could NOT have asked for an "E" card unless he already had at least one such card in his hand.

In asking for a card, the player must clearly name the one from whom he would take this card **before** calling for it.

For instance, "John, give me "E", station WEAf, New York City." This by the way, is the proper and only way to name cards, as all must be asked for in full.

If the person addressed has the card he must surrender it, placing the card face up on the table. The player receiving the card **MUST** say "THANK YOU" **before** the card is **TOUCHED**. If he fails to say "THANK YOU" before touching the card, the player surrendering the card immediately exclaims "STATIC" and receives the card back. Only the person addressed may interfere with "static."

Play then passes to the person on the left.

Should the player, however, receive the card in proper manner he is privileged to continue asking for cards, as long as he successfully guesses where such named and needed cards are, provided, however, he is not "INTERFERED WITH" by "static." Should he fail to guess correctly, he draws a card from the top of the deck.

If, by chance, he draws the requested card from the deck, he immediately declares, shows

Seven

BROADCASTING

same, and continues play. If he does not draw the card, play passes to the left.

A player neglecting to say "Thank You" and is caught with "static," is not entitled to draw a card from the pack and play, or turn, passes on to the player on the left.

As soon as a player obtains three cards of a kind, he places the book face up before him.

When a player completes his hand, he ceases to play and those remaining continue to play until not only all face down cards in the center of the table are exhausted, but until all remaining players are finally eliminated and the seventeen books completed.

It is not the player who first completes his hand that is the big point winner, but the one who remains in the game and completes the most books.

Scoring

Score after every hand. Each book counts one point. To prove the score, each deal should total seventeen points. The player having the highest number of points after each player has dealt once wins the game.

The score must be kept in view of all players so that if possible, play may be directed against the highest point holder.

The game of "BROADCASTING" will test your memory and your science and you will

Eight

Game of RADIO

The deck consists of 51 cards, there being seventeen sets of three cards each of the same station, i.e., three "A" cards, Kansas City, etc. The only letters used in playing this game are the ones shown in the corners of the cards. The object of the game is to have five cards spell the word R-A-D-I-O, which is equivalent to ten (10) points or to tune in or secure three (3) cards, the letters of which make one of the listed three (3) letter broadcasting stations, or four (4) cards, the letters of which make any one of the listed four (4) letter broadcasting stations. Getting either a three (3) or four (4) letter station is equivalent to five (5) points. In making a three letter broadcasting station player must also secure and hold an additional pair, two (2) cards of a kind of any station, as two (2) "E's" or two (2) "J's" etc., in addition to three (3) letter station, as station WGN (Chicago) and a pair as two (2) "J's." In making a four letter station player must have either two (2) of the first letter or two (2) of the last letter of one of the listed four (4) letter stations, as W and WDAF or WDAF and another F (Kansas City.) ALL FIVE (5) CARDS MUST BE LAID DOWN OR SPREAD AT ONE TIME EITHER IN MAKING THREE OR FOUR

Two

GAME OF RADIO, CONTINUED

LETTER STATIONS OR THE WORD RADIO, and player first to make spread is credited with five points for either three or four letter station or ten points for word R-A-D-I-O. ONLY THE PLAYER MAKING FIRST SPREAD IS ENTITLED TO COUNT. The player reaching the total of forty (40) points is declared the winner of the game.

The procedure of the game is as follows: The cards should be well shuffled and each player receives five (5) cards, dealt one at a time. The balance of the deck is placed face down in the center of the table. The player to left of dealer draws a card off the top of the deck and if it assists him in spelling the word R-A-D-I-O or helps in making one of the listed three or four letter broadcasting stations he retains the card and discards a card that is not of value to him and which will be of least value to opponent on left, who plays next. The player to left only is entitled to take the discard card or he may draw one off the top of the face down pack. A player must never have over five (5) cards in his hand. The player first completing or making the word R-A-D-I-O or a three letter station and a pair or a four letter station with double first or last letters lays down the five (5) cards naming the broadcasting station and location or exclaiming R-A-D-I-O! and is the winner of the hand and is credited with proper number of

Three

GAME OF RADIO, CONTINUED

points. When a hand has been completed by a player making either three or four letter broadcasting or the word R-A-D-I-O or when the last card of the face down pack is drawn all cards are again shuffled thoroughly and a new deal is given. The letters in the center of the cards correspond to the City where the broadcasting station is located (WRC Chicago) and the mileage shown designates the distance that the station can broadcast and the meters show the wave length. With this information before him a player when completing a hand should give all this information regarding the station he has just completed, as this information is most interesting and instructive and adds greatly to the game. Only the seventeen (17) stations listed plus the three additional stations to be written in blank spaces for that purpose may be used in this game. The three additional stations must be mutually agreed upon by players before play is started and be sure in making your selections of stations either of three or four letters that same can be made from our cards which comprise of the following letters, A, C, D, E, F, G, I, J, K, L, M, N, O, R, S, T, W.

In playing progressive RADIO at RADIO PARTIES in place of keeping count of games keep score of points. Each table plays eight (8) hands or deals and two highest point winners at each table advance.

Four

BROADCASTING STATIONS

The following seventeen listed stations plus three to be added by mutual consent of players are the only stations to be used in this game:

- 1—WDAF, Kansas City, Mo.
- 2—WRC, Washington, D. C.
- 3—KDKA, Pittsburg, Pa.
- 4—WEAF, New York City.
- 5—WFAA, Dallas, Texas.
- 6—CKAC, Montreal, Que.
- 7—KFI, Los Angeles, Calif.
- 8—WWJ, Detroit, Mich.
- 9—KFOA, Seattle, Wash.
- 10—WLAG, Minneapolis, Minn.
- 11—WMC, Memphis, Tenn.
- 12—WGN, Chicago, Ill.
- 13—WOO, Philadelphia, Pa.
- 14—WGR, Buffalo, N. Y.
- 15—KSD, St. Louis, Mo.
- 16—WTAM, Cleveland, Ohio.
- 17—WOC, Davenport, Iowa.

- 18—
- 19—
- 20—

THE RADIO GAMES COMPANY will be glad to furnish gratis score cards for progressive RADIO PARTIES.

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Five

BROADCASTING

Dealing

The player drawing the highest alphabetical card from the pack deals first.

Shuffle cards well. Deal one card at a time to the left. When three are playing, deal six cards to each player. When four or more play, deal five cards to each player and place remaining cards face down in center of table. After first hand, the deal rotates to the left.

Object of Game

This deck contains seventeen stations of three cards each. For example, station WDAF, Kansas City, Mo., is represented by the three "A" cards; station WRC, Washington, D. C., by the three "C" cards, and so on. The three cards of one station are known as a book. The object of the game is to TUNE IN and obtain from the different players—or from the top of the pack—the card which will add to or complete the book of three cards.

Each book counts one point. The player having the **most** points after completing four hands, is declared the winner.

RULES

The player to the left of the dealer plays first by asking ANY player for a card helpful in adding to or completing a book in his hand. He **must**, however, hold at least **one** of the cards asked for. For example, a player having two "E" cards, station WEAF, New York, in his hand needs one more "E" card to com-

Six