

play counts more than playing two sets of three cards at different times. This player, however, when holding back is also taking the risk of not counting as ONLY THE CARDS PLAYED UPON THE TABLE COUNT.

The counts are 3, 5, 6, 8, and 10 points.

The player first completing his hand by either playing the word RADIO and his extra card or by playing the two sets of three cards each either all at once or one set at a time wins the hand.

#### Remarks

The Game of Radio Junior is easily learned and after knowing how to play it be sure to learn to play our two Great Games of Skill, Fun and Excitement—RADIO and BROADCASTING which are also played with RADIO cards.

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If there are any points in our Games that you do not understand write us.

**RADIO GAMES COMPANY**  
PEORIA, ILL.

Sole Owners and Manufacturers of the  
Famous Modern Games

**BROADCASTING, RADIO and RADIO  
JUNIOR**

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As Interesting as Radio Itself

## RULES

For The Three Great New  
Card Games

**"Broadcasting"**  
**"RADIO"**

**"Radio Junior"** (For Children)

EASY TO LEARN

A Riot of Clean, Fascinating Fun  
The Best Family Games in Years  
For Adults, For Children, For Parties  
Everybody Likes Them

**Radio Games Company**  
Peoria, Illinois

Trade Mark Reg. U. S. Pat. Office  
Patented Sept. 1, 1925

### Game of BROADCASTING A Perfect Riot of Fun for any Number of Players

#### Dealing

Thoroughly shuffle the 48 cards.  
Deal five cards, one at a time to each player and place the remaining cards face down in the center of the table. After the first hand, the deal rotates to the left.

#### Object of the Game

This deck contains twelve stations of four cards each. For example, station WDAF Kansas City, Mo., is represented by the four "A" cards, and station WEAJ New York City is represented by the four "E" cards, and so on. The four cards of one station are known as a book. The object of the Game is to tune in, and obtain either from the different players—or from the top of the face down pack—the card which will add to or complete the books of four cards each.

Each book counts five points. The player having the most points after each player has had one deal wins the Game.

#### 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 hold AT LEAST ONE OF THE CARDS ASKED

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FOR. For example, a player having two "E" cards Station WEAJ New York City, in his hand needs two more "E" cards to complete the book. He may ask any player for an "E" card. However, he could not have asked for an "E" card unless he already had at least one "E" card in his hand.

#### Static

In asking for a card the player must clearly name the one from whom he would take this card before calling for it. For example, he must say, John give me "E," Station WEAJ New York City, or "E" New York City station WEAJ, either way is correct. This is the proper and only way to name cards, as all cards must be asked for in full. The station call letters and City where the station is located must be named in full each time, or player asking for cards can be interfered with by "Static" by the person addressed, and fails to get the card asked for, just the same as failure to say "Thank You" as covered in the following paragraph:

If the person addressed has the card asked for he must surrender it, placing it face up on the table. The player receiving the card MUST SAY "THANK YOU" BEFORE HE TOUCHES THE CARD and before he asks for another card. If he fails to say "thank you" BEFORE touching or asking for another card the player surrendering the card immediately exclaims "STATIC"

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and takes the card back. **ONLY THE PERSON ADDRESSED MAY CALL "STATIC." HE MUST INTERFERE AT ONCE WITH "STATIC"** before the player has an opportunity to ask for another card.

Play then passes to the left.

If the player, however, says "thank you" he receives the card and he may continue asking for cards as long as he successfully guesses who holds the cards he asks for, providing he is not interfered with by "static" as explained above. Should he fail to guess correctly, he then draws a card from the top of the face down pack and turn passes to the player at his left. If by chance player draws the requested card from the face down pack he is not entitled to any further play but must wait until his next turn. If the card completes his book he can, if he wishes, lay this book down, but is not entitled to ask for cards again until his regular turn.

A player failing to name cards properly or to say "Thank You" and caught with "Static" is penalized by not being entitled to draw a card from the face down pack and the turn passes on to the player at his left.

As soon as a player obtains a book of four cards of a kind he may place the book on the table in front of him, or he can hold this book of four cards in his hand and play it later in his regular turn. A player is eliminated from

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the hand if he, unfortunately, has to surrender all of his cards to other players.

When a player completes his hand he is through, and those remaining continue to play until their hands are completed. If all of the face down cards in the center of the table are exhausted the remaining players continue by asking each other for cards until the twelve books are completed.

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

#### Scoring

Score after every hand. Each book counts five 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.

#### Remarks

Remember cards must be asked for in full, also a player must interfere with "Static" at once, before another card is asked for. When a player is out of cards he is eliminated until the next deal.

The Game of Broadcasting will test your memory and your science and you will soon, thru this interesting and instructive game, learn the characteristics of important broadcasting stations.

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#### 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 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 move to the next higher table, they change partners, each player having received credit for the total score of himself and partner combined.

#### Rules for

#### GAME OF RADIO

"The Fascinating New Card Game" of Skill and Charm

The Game of Radio can be played by two, three or four players.

Thoroughly shuffle the 48 cards.

Deal seven cards, one at a time to each player, and place the balance of the pack face down in center of the table, then draw off top card and place it face up beside the face down pack to start the discard pile.

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The only letters used in the Game of Radio are the ones shown in the corners of each card.

#### Object of Game

The object of the Game is for the players to secure the different cards the letters of which will make a three letter or a four letter broadcasting station or spell the word "R-A-D-I-O." The first player to complete his hand by playing or laying down in turn, all of his cards by getting one three letter broadcasting station and one four letter broadcasting station—or by spelling the word RADIO and completing his hand by an additional three letter station wins the hand. Only broadcasting stations named on our list and the additional stations agreed upon by the players before Game starts are considered on the air and count in this Game. All other stations are considered silent. Don't try to tune in a silent station. It can't be done. The letters making up Radio Cards are as follows: A, C, D, E, F, G, I, K, O, R, W, and Y. CAUTION—IF PLAYERS ADD STATIONS TO THOSE WE LIST IN OUR RULES BE SURE THAT SUCH STATIONS CAN BE MADE FROM THE ABOVE TWELVE LETTERS, WHICH ARE THE ONLY ONES IN THE PACK OF RADIO CARDS. For example, players could add station "KOA" Denver, as it can be made from the letters K, O, and A, which are in the pack, but for example,

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not station "WGN" Chicago, as there are no N's in this deck of Radio Cards, so you cannot make or tune in and get a silent station. This point must be watched very carefully if the players add stations.

All played cards must be laid in a row in front of the player. Players must always play in the order of drawing, then playing and then discarding. If a player cannot make a play or prefers not to, he simply draws and discards.

If all the cards in the face down pack are drawn before anyone wins the hand, turn the discard pile face down and draw from it and proceed as from the beginning of the hand, by drawing off top card and placing it face up beside the face down pack to start a new discard pile.

#### The Turn

The players must always play in turn. Player on left of dealer always plays first and the play then passes to the left.

#### Drawing

DRAWING or tuning in is to freshen and help the player's hand and draw can be made from either top of face down pack or from the discard pile. A player must draw one card each turn and always discard one card and no more.

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#### Discarding

DISCARDING consists of a player disposing of a card in his own hand that is of the least value to his hand and disposes of it by placing it face up on the discard pile and it is in exchange for the card drawn. The card just drawn may be discarded. A player must always discard even upon the last play with the exception, when completing the hand in the final play of the word RADIO and a THREE LETTER broadcasting station. This point is covered fully later, under the instructions for "Playing." If a player discards a card he could have used he cannot correct his mistake.

#### Playing

PLAYING consists of laying down from one's hand one of the listed three letter broadcasting stations, or one of the listed four letter broadcasting stations: as for example—cards W D A and F, station WDAF, Kansas City, or a three letter station W G and Y, station WGY, Schenectady, or in securing and playing the letters R-A-D-I-O. When making a play the player must name the station by its call letters, as for example, in playing W D A and F, he must say Station WDAF, Kansas City.

A player may play either a three letter or a four letter broadcasting station first. It does not make any difference. Or, he may hold back until he is

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able to play two stations or seven cards at one time. This is optional. The same rule prevails when a player is building the word RADIO and a three letter broadcasting station as RADIO and WGY Schenectady. He may play either one or the other first, or may hold back and play both the word RADIO and the three letter broadcasting station—all eight cards at once. The player winning the hand by building the word RADIO and a three letter broadcasting station must use the extra card, and does not discard, as eight cards are necessary on his final play. This is the only exception, and on all other turns except the last he must discard a card. A player completing his hand by playing a three letter and a four letter broadcasting station must discard as he can play only seven cards. A player cannot play two three letter stations or two four letter broadcasting stations, but only one of each. The player first completing his hand by playing one three letter broadcasting station and one four letter broadcasting station or RADIO and one three letter broadcasting station wins the hand.

#### Counting

A player playing in front of him a three letter broadcasting station is credited with three points, and a play of a four letter station counts four points, and if a player wins the hand by playing at different times a three letter sta-

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tion and a four letter station or vice versa he is credited with seven points. If he wins the hand by playing all seven cards, both stations at one time, he is credited with ten points. A player playing the word RADIO counts five points and if he wins the hand by playing the word RADIO and a three letter station or vice versa it counts him eight points, and if by holding back he is able to play all eight cards at once, RADIO and a three letter station he is credited with ten points.

The counts are 3, 4, 5, 7, 8, or 10 points.

Score or credit each player with the points he made after each hand. Remember ONLY POINTS PLAYED ON THE TABLE ARE THE ONES COUNTED AND NOT THOSE LEFT IN PLAYERS' HANDS.

The Game continues until each player has had two turns as dealer and the player having the greatest number of points WINS THE GAME.

#### Remarks

Until you become acquainted with our list of stations and those agreed upon by the players before starting play, we suggest each player make a list of the broadcasting stations and keep it in front of him for reference. Become acquainted with these stations as quickly as possible as it will make the Game move faster.

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The following twelve listed broadcasting stations plus those to be added by the mutual consent of players are on the air, and are the only ones to be used in this Game. All others are considered silent:

- 1—A-WDAF, Kansas City, Mo.
- 2—C-WCCO, St. Paul, Minneapolis, Minn.
- 3—D-KDKA, E. Pittsburgh, Pa.
- 4—E-WEAF, New York City, N. Y.
- 5—F-WFAA, Dallas, Texas.
- 6—G-WGY, Schenectady, N. Y.
- 7—I-KFI, Los Angeles, Calif.
- 8—K-KFOA, Seattle, Wash.
- 9—O-WOO, Philadelphia, Pa.
- 10—R-WGR, Buffalo, N. Y.
- 11—W-WOC, Davenport, Iowa.
- 12—Y-KYW, Chicago, Illinois.
- 13—
- 14—
- 15—
- 16—
- 17—
- 18—

The RADIO GAMES COMPANY will be glad to furnish gratis score cards for progressive Radio and Broadcasting Parties.

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Be sure and learn the Great New Game of Broadcasting for excitement, laughter and fun.

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### Game of

## RADIO JUNIOR

### The Great New Game of Excitement and Fun for Children

Thoroughly shuffle the 48 cards.

Deal six cards one at a time to each player and place the balance of the pack face down in the center of the table. The player on the left of the dealer plays first and draws off top card from faced down pack and places it face up beside the face down pack to start the discard pile.

#### Object of the Game

The object of the Game is for the players to procure the five cards that spell the word RADIO, or a set of three cards of the same letter. The first player to clear or complete his hand by laying down in turn, all of his cards either by spelling the word RADIO or by playing three cards each of two different sets wins the hand. All played cards must be laid in row in front of each player. Players must always play in order and draw, play and discard. If a player cannot play or prefers not to, he simply draws and discards.

The only letters used in the game of Radio Junior are the ones in the corners of each card.

#### Drawing

DRAWING is to strengthen and help the player's hand and can be made from

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either top of face down pack or from the discard pile. A player must always draw one card each turn, and discard one. Playing consists of laying down in front of player from his hand, cards making the word RADIO or a set of three cards, as three E's New York, or two sets of cards, three cards in each set, as three E's New York and three W's Davenport. It is optional with the players whether they play one set of three cards or hold same back until they are able to play two sets or six cards, but remember only the cards that have been played upon the table in front of the players count, and a player holding back must, in his turn always draw and discard.

#### Discarding

DISCARDING consists of a player disposing of a card in his own hand that is of the least value to his hand and disposes of it by placing it face up on the discard pile and it is in exchange for the card drawn. The card just drawn may be discarded. A player must always discard and in this Game of Radio Junior even upon the last play. If a player discards a card he could have used he cannot correct his mistake. A player must never have over six cards in his hand.

#### Playing and Counting

The word RADIO contains five letters or cards and a player laying down the

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five cards which spell the word RADIO receives five points. He still has one card left in his hand and he can play this card in turn, on any set of three cards, which have been played upon the table by the other players, and is given an additional count of five points for this play, or a total of ten points and wins the hand. For example, if he has played the word RADIO and has an E card left and another player lays down a set of three E cards, when the player's turn comes that has the one E card he draws a card and plays his E card on the set of E's played by his opponent and discards the card he has drawn and wins the hand. However, if a player plays two sets of three cards each, either at different times or all six at once, before the player that has played the word RADIO is able to dispose of his extra card, the player having played the word RADIO receives credit for only five points on his play. The player playing one set of three cards upon the table is given credit for three points and should he win the hand by playing the other set of three cards he is given a total credit of six points. If he should hold back and win the hand by playing the two sets or all six cards at one time he receives a credit of eight points. The object of a player holding cards back which he could play is to keep opponents having played RADIO from playing their extra card on a set of three cards and also the fact that a six card

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