

Whitehall



AND THE GAMES PLAYED WITH THE STANDARD TRIX CARDS



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Read & White Game Co. <small>Sole</small> Manufacturers	
Bloomington, Illinois, U. S. A.	

THE RULES AND GENERAL TERMS

FOR ALL THE GAMES PLAYED WITH



Forty-two, Call Suit Forty-Two, Gyp, Hilo, Magna, Rover, Trix Football, Trix Authors, Trix Exchange.

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READ & WHITE GAME COMPANY

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BLOOMINGTON, ILLINOIS, U. S. A.

A STANDARD TRIX PACK contains 72 cards, namely, the Double-blank, One-blank, Double-one, Two-blank, and so on up to and including the Double-ten, also the Eleven-nine, Twelve-eight, Thirteen-twelve, Fourteen-eleven, Double-ffteen and a Trixie Card.

Patented, October 20, 1903.

Additional patent applied for.

With the utmost care and supervision in packing, a card may occasionally be found missing. If such be the case, kindly forward to us one card from your pack so as to match color and stock and give name of missing card and we will forward same free of charge.

If you are pleased with the games, tell your neighbors; if not, tell us.

GENERAL TERMS FOR ALL GAMES PLAYED WITH STANDARD TRIX CARDS.

DEFINITIONS.

Set—The cards as played to the table by each player in a round constitute a set, therefore there are as many cards in a set as players.

Sums—The Sums are the numbers in the upper left-hand and lower right-hand corners of each card. Sums are obtained by adding the two numbers found in the center of each card.

Like Sums—Two or more cards with the same sum. (See explanatory p. 3.)

Trix Cards—The cards whose sum of two numbers, is 5, 10, 15, 20, 25 and 30 are known as Trix cards. (See explanatory p. 3.)

Prize Cards—The Doubles (except the Doubles 5, 10, 15) are known as Prize cards. (See explanatory p. 4.)

Prize Trix Cards—The Doubles 5, 10 and 15 are Prize Trix cards. (See explanatory p. 4.)

Trixie—The card which has the words Trixie on its face, and whose value is 40. (See explanatory p. 4.)

Honor Cards—All the cards of the suit to which the card turned up belongs or the suit named as such are Honor cards. (See explanatory p. 4.)

Suits—A Suit contains all the cards of any one name. (See explanatory p. 4.)

EXPLANATORY:

Of Like Sums—When there are two or more cards in the same set with the same sum, the player who leads the first one of them takes the set, if the sum is the highest in the set, *except* in the case of a double being played to the set. (See Prize Cards.) Suppose there are four players, the first player leads the 7-2 whose sum is 9, the second player follows with the 6-3 whose sum is 9, the third player follows with the 3-2 whose sum is 5 (a Trix card) and the fourth player follows with the 5-2 whose sum is 7. There being four players, there are four cards in the set and since 9 is the highest sum in the set, the first player wins the set according to the above.

Of Trix Cards—

THE TRIX CARDS ARE	SUMS	TOTAL
3-2, 4-1 and 5-0	5	15
5-5, 6-4, 7-3, 8-2, 9-1 and 10-0	10	60
8-7, 9-6 and 10-5	15	45
11-9 and 12-8	20	40
13-12 and 14-11	25	50
15-15	30	30
Trixie value,	40	40

The above Trix cards, including Trixie, are the only cards which count in scoring in Trix. The total of these sums make 300 points.

Of Prize Cards—The 0-0, 1-1, 2-2, 3-3, 4-4, 6-6, 7-7, 8-8 and 9-9 are Prize cards. They will win a set over any cards not doubles even though the sum of the Prize card may be less than that of the card with the highest sum in the set. Suppose the 7-2, 6-3, 10-9 and 0-0 are played, the 0-0 takes the set. If the 7-2, 10-9, 0-0 and 1-1 are played, the 1-1 takes the set. So if there be more than one Prize card in the same set, the one with the highest sum wins the set.

Of Prize Trix Cards—The Prize Trix cards take precedence over Prize cards in winning sets. Suppose the 5-5, 10-8, 9-9 and 6-3 are played, the 5-5 wins the set.

Of Trixie—Trixie is the highest card in Trix and takes precedence in winning sets in Trix over any card. So Trixie and the Doubles take precedence in winning sets in the following order: Trixie, 15-15, 10-10, 5-5, 9-9, 8-8, 7-7, 6-6, 4-4, 3-3, 2-2, 1-1 and 0-0.

Of Honor Cards—Suppose the 5-2 is turned up or the Fives are named as Honor cards, all the Fives are known as Honor cards and the 5-0 is higher in value than the Double of any other suit. (Honor cards are used in Forty-two, Hilo and Magna.)

Of Suits—The suit Threes contain the 3-0, 3-1, 3-2 and 3-3 and similarly for the Fours, Fives, etc. The upper of the two numbers in the center of the cards is the *suit name* and the lower number is the *card name*.

Take the 7-3. Seven is the suit name and three the card name.

Of Dealing—Each player draws a card and the one with the lowest sum deals first. If the two lowest have the same sum, they draw again

and continue to draw till there is only one card with the lowest sum. After the first deal, each player takes his turn from left to right. They also play, in turn, from left to right.

Trix

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This very popular and fascinating game is for two to eight players with the full Trix Pack of seventy-two cards.

Dealer—The dealer, after shuffling the cards commences with the player to his left and deals four cards in rounds of one at a time *face down*, and then places the remainder of the pack *face down* upon the table (or for convenience may separate them into as many equal packs as players in rounds of one at a time as their reserve cards) to draw from on playing.

Playing—The player to the left of the dealer begins the game by leading, *face up*, any card he may choose from his hand, and then draws a card from the reserve, always keeping four cards in hand till all the cards are drawn from the reserve. The second player plays to the led card any card the sum of whose numbers is greater than the sum of the numbers on the led card if he wishes to take the set and draws a card from the reserve. If he has no card with a sum greater than that of the led card he follows with a card which has a less sum since he *must* play a card to the set. Each player plays in like manner for each round if there are more than two players.

To Illustrate—Suppose the first player leads the 3-2; the second player desiring to take the set, since the 3-2 is a Trix card

plays the 6-2, whose sum is eight; the third player being a partner of the first, hoping to save the Trix card and also to add to it ten more, plays the Trix card 7-3 whose sum is ten; the fourth player, being a partner of the second, wishing to take the Trix cards 3-2 and 7-3 and also to add to them fifteen plays the Trix card 10-5 whose sum is fifteen, or he can take the set with 6-5 or with any card whose sum is greater than ten, or with any double. (See Trix cards, Prize cards, Prize Trix cards and Trixie, pp. 3 and 4.)

The player winning a set gathers the cards, separates the Trix cards from the set for convenience in counting, lays the remainder aside and leads in the *new round*. The rounds continue till all the cards are drawn from the reserve and all the cards in hand are played. The cards are again shuffled and the playing continues as before till the game is won.

The game is for 500 or more points as may be determined upon before beginning, and the player or side first reaching the number of points as determined wins the game. In a progressive game, the player or side making the most points in playing out the reserve and hand scores one point.

Explanatory—As a rule it is wise to play a card with the lowest sum holding in reserve the cards with the highest sums for further rounds so as to take any set in which may be Trix cards also so as to get the last play in the next round by having your opponent to the left lead.

If five or seven persons play there will be two cards left in hand after the last set is taken. These cards belong to the player taking the last set.

FORTY-TWO

The celebrated game of Forty-two is one of the most interesting and fascinating games ever invented. It is greater and more scientific than Whist.

It is a game for four players only and is played with the Double-blank to the Double-six, inclusive, of a Standard Trix Pack; therefore, there are seven sets of four cards each—making 28 cards used in Forty-two.

The object of the game is to save as many of the cards whose sums are five and ten and to take the same from opponents if they have them and to win as many sets as possible.

Points in Game—There are 42 points in the game of Forty-two, consisting of three cards whose sums are five, namely, the 3-2, the 4-1 and the 5-0, and two cards whose sums are ten, namely, the 5-5 and the 6-4, making a total of 35 points from the cards and with the seven points from the seven sets (each set counting one point)—making a grand total of 42 points.

Honor Cards—The Honor cards are those of any suit named by the highest bidder. Also the Doubles of each suit not named as Honor cards. They take precedence in winning sets over cards not so named, but any card in the suit named as Honor cards would take any set over a Double of any suit not so named. The card having the highest sum in any set, if it is of the same suit name, would take the set, except as above.

To illustrate: Suppose the Fours are named as Honor cards. The 4-0 is higher in value than the 6-1 or any other card except the remainder

of the Fours. So if the 6-2, 5-5, 6-6 and 4-0 are played, the 4-0 wins the set.

Partners—Partners sit opposite and *must* not see each other's cards.

Dealer—Beginning at the left, the dealer gives seven cards to each player, himself last, in rounds of one at a time, *face down*.

Bidding—Each player, beginning with the player to the left of the dealer and continuing from left to right, states how many of the *forty-two* points he contemplates making (after taking a careful look at his hand) and the one making the highest bid names the suit that shall be Honor cards. *To illustrate:* If one player has two cards whose sums are five and one whose sum is ten, and three cards out of the seven cards of the suit of Sixes, he could make a bid of not less than 23. If this is the highest bid the player making it would name the Sixes as Honor cards.

Playing—The player who names the Honor cards plays first and *must* lead a card of the suit named as such, and each player from left to right *must* follow with a card of the *same suit name* if possible, *always trying to win the set*. If the Sixes should be named as the Honor cards, each player *must* play a Six if he has one; if not, he *must* play and may play any card he may choose. Players will reserve the Doubles, since they are Honor cards, for a favorable opportunity to win a set; also cards whose sums are 5 and 10. Players will also keep in mind that a card of the suit named as Honor cards will take any Double, even if the Double has a larger sum than the card.

To Illustrate Playing—Suppose the *first* player leads the 6-5, the *second* player follows

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with the 6-3, the *third* player the 6-1, the *fourth* player, not having a Six, with the 5-3. The 6-5, having the highest sum, wins the set. The player winning a set leads in the next set and may lead any card he may choose, including an Honor card, after the *first* set. Each player *must* follow suit if possible or play an Honor card. Suppose the *first* player leads the 4-3, the *second* player follows with the 4-0, the *third* player the 4-1, the *fourth* player the 1-1, an Honor card, although he had the 4-2. The 1-1 wins the set and scores 5, since the sum of 4-1 is five. The playing continues in a similar manner until all the cards in hand are played and until the number of points for game are reached.

The Game and Penalties—The game is for 100 points. If the highest bidder fails to make the number of points bid, the difference between what he bid and the amount he or his side did make is deducted from his previous points or from them as soon as made, or the penalty may be made the full amount of the bid.

The player or partners first reaching 100 points, after all deductions are made, wins the game. In the event each side reaches 100 in the same hand, the one having the highest score at the close of the hand wins.

CALL SUIT FORTY-TWO

The following is a variation of Forty-two and is quite difficult, therefore it is not recommended to beginners:

No suit is named as Honor cards, therefore no bidding is required.

The player to the left of the dealer leads and the card led determines the suit to follow; or he

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may make a "call suit" by naming the lower or card name as the suit. Suppose he leads the 6-2; the suit Six must be played unless he names the 2 as the "call suit." If he names the 2 as the suit, each player must follow suit with a card which has 2 for its card name. The card name 2's rank in winning sets in order as follows: 2-2, 6-2, 5-2, 4-2 and 3-2.

To Illustrate the Playing—Suppose the *first* player leads the 6-2 and 2 is the "call suit," the *second* player follows with the 3-2, the *third* player with the 5-2, the *fourth* player not having a 2 with the 4-3. The 6-2 wins the set and the *first* player scores 5 in the 3-2.

The 3's rank as follows—3-3, 6-3, 5-3, and 4-3 and similarly for each card name.

The objects and method of counting are the same as in Forty-two proper although a different game.

GYP

This is one of the most interesting and fascinating games for both children and adults ever brought out. It is full of interest from start to finish.

For *three* players, use the suits, Sevens, Eights, Nines, and Tens. For *four* players, use the suits Sixes, Sevens, Eights, Nines, and Tens. For *five* players, use suits Fives, Sixes, Sevens, Eights, Nines and Tens.

Dealer—After shuffling the cards, the dealer delivers the cards *face down* to each player in rounds of one at a time.

Playing—The player to the left of the dealer has the *first* play and *must* lead one card only of the 5-3, 6-3, 7-4, 8-4, 9-5, or the 10-5. If

he has none of the cards mentioned in his hand he will say "I pass" and the next player to his left will lead *one only* of the above cards if he has one, if not the next player will lead one, and so on, till one of the above cards is played.

The 5-3, 6-3, 7-4, 8-4, 9-5 or the 10-5 as played is laid *face up* upon the table; the next player from left to right *must* play either the next lower card of the same suit, laying it *face up* to the left of the led card—or the next higher card of the same suit, laying it *face up* to the right of the led card—or he may make a new lead of one of the above cards of any other suit not played, placing it below the card last led.

Each player, in turn, *must* play in like manner, laying a card in *descending sequence* (next lower card) of the same suit upon the card to the left of the led card—or in *ascending sequence* (next higher card) upon the card to the right of the led card, making *one* pile on each side of the led cards—or starting a new lead as described above.

Sequence (or order) *must* be strictly followed and always of the same suit.

Each player can play only *one* card at a time and only in turn from left to right. If a player can not play in turn he will say "I pass" and the next player will play if possible. The playing continues in like manner till one of the players succeeds in playing out his hand.

The player who first succeeds in playing out his hand scores two points.

Each player scores *one* point for every suit he *completes*.

The game is for *ten* points.

The suits are gathered and laid aside when *completed* by the player completing them.

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To illustrate the Playing—Suppose the first player leads the 7-4, the second player follows with the 7-3 placing it to the left of the 7-4, the third player follows with the 7-5, placing it to the right of the 7-4, the first player follows with the 7-6, placing it upon the 7-5, the second player follows with the 7-2, placing it upon the 7-3, the third player follows with the 7-1, placing it upon the 7-2, the first player follows with the 7-0, placing it upon the 7-1, the second player not being able to follow with a seven leads the 10-5, placing it below the 7-4, the third player follows with the 7-7, placing it upon the 7-6, thus completing the suit Sevens. Each player in turn plays in like manner for each suit.

Gyp is a very interesting game when played progressively.

HILO

Hilo is for two, three or four players, with fifty-two of the Trix cards, namely—the Fives, Sixes, Sevens, Eights, Nines, Tens and Trixie.

The game is for ten or more points to be determined before beginning.

There are four different points which count toward game and in scoring the order of precedence is as follows:—

High—The highest card dealt of the suit turned up as Honor cards (See Honor cards, p. 4) and scores one to the player to whom dealt.

Low—The lowest card dealt of the suit turned up as Honor cards and scores one to the player to whom dealt.

Trixie—Scores one to the dealer if turned up, and one to the player holding it at the end of the round.

Trixie wins any set in which there is no Honor card but cannot be played to a set so long

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as the player has a card of the suit led or an Honor card. An Honor card is the only one that can win Trixie. (See Trixie, p. 4.)

Game—Scoring one to the player or side having the most points in the set won by him or them according to the following scale:—

For each card whose sum of two nos. is five . . . 4
 For each card whose sum of two nos. is ten . . . 1
 For each card whose sum of two nos. is fifteen . . . 2
 For each card whose sum of two nos. is twenty . . . 4

No game is scored if a tie should occur in points. The other cards do not count for game.

The main object of the play is in trying to capture Trixie and such cards as count for game.

If ten points constitute the game and each side has nine points, it will be seen by the above order of precedence or rank that he who scores High wins out first unless Trixie is turned up by the dealer. Trixie is always scored first if turned up by the dealer before the hand is played.

If the game stood eight to nine the player with the eight would win out on High and Low although the one with the nine may make Trixie and Game. If the player with the eight should make High and Trixie, the one with the nine would win out on Low.

Dealer—After shuffling the cards the dealer gives out to each player six cards in rounds of one at a time face down and then turns the next card face up upon the remainder of the pack for an Honor card. (See Honor cards) If the player to the left of the dealer is not satisfied with his cards—that is—has but few or no Honor cards, he may call for an additional deal by saying “another deal.” The dealer must either give him one point or deal to each player three more cards

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in rounds of one at a time face down after shuffling the faced card with the remainder of the pack and turn up the next card as above for an Honor card. If this should chance to be of the same suit or name as at first, the dealer must deal three more cards as above after shuffling faced card with the remainder of the pack and turn up the next card for an Honor card or give one point to the player to his left. Should the same suit be turned up each time till the cards run out with out the player to the left of the dealer being satisfied, the pack must be reunited, shuffled and dealt as at first unless one point be given.

If Trixie is turned up it scores one point to the dealer and it must be shuffled with the remainder of the pack and another card turned up for an Honor card. If Trixie is again turned up it scores again for the dealer and is again shuffled as above and for each time turned up the same process is followed till an Honor card is turned up

Playing—The player to the left of the dealer leads any card he may wish. His opponent must follow suit if he has a card of the suit led or play an Honor card although he may have a card of the suit led. If he has neither a card of the suit led nor an Honor card, he must play a card of some other suit. The player of the card with the highest sum of the suit led or an Honor card wins the set which is turned down. If two or more Honor cards are played to the same set, the one with the highest sum wins the set. The winner of the set leads in the next set and so on throughout all the sets. The playing continues as above till the number of points in the game are reached.

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MAGNA

Magna is a most interesting and fascinating game and is more scientific than Cinch or High-Five. Players who desire games of skill, science and fascination, in which the interest increases the more you play, will find such a game in Magna.

It may be played by two, three, four or five persons, with the suits Fives, Sixes, Sevens, Eights, Nines, Tens and Trixie of a Trix pack—making 52 cards.

Four-handed Magna is usually played with partners and is by far the most interesting. Each player sits opposite his partner.

Dealer—The dealer shuffles the cards and gives ten cards to each player in rounds of one at a time face down, beginning with the player to his left.

Bidding for Honor Cards—After the deal, each player inspects his cards and, commencing with the player to the left of the dealer, proceed to bid for the privilege of naming the suit that shall be Honor Cards. Each player may make one bid only if he so desires and must not change the bid after once making it. If he does not wish to bid, he makes it known by saying “I’ll not bid.” The player who makes the highest bid names the suit which shall be Honor cards. If no bid is made, the dealer must bid one point and name the suit to be Honor cards.

If more than ten cards are dealt by mistake to a player, the player holds the cards so that they may not be seen and the dealer draws from his hand all cards over ten and returns them to the pack.

After the suit has been named for Honor cards each player discards (lays aside) face up

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any four cards he may wish—playing the game with only six cards.

To Illustrate the Bidding—If a player has the Double-five, Five-blank and one or more Fives, he could make a bid of not less than four and name the Fives as Honor cards, since the Double-five counts one point as High, one point as Game and one point as High-Game; also one point for the Five-blank as Low, thus making four points. Since Game is the Honor card whose sum is ten, the Double-five is the only Double that is High, Game and the combination High-Game, therefore any other Double would count only one point. Players will soon observe that they may bid one or more points more than their hands may show, since their partners can usually help them to make the amount bid in playing.

Playing—The player making the highest bid leads with an Honor card and each player from left to right *must* follow suit if possible. The Honor card with the highest sum wins the set. The player winning the set leads for the next round and may lead any card he may choose. Each player must follow suit if he can, unless he wishes to play an Honor card; this privilege he has at any time. If unable to follow suit or play an Honor card, he plays any card he may wish.

The card with the highest sum of the suit led wins the set, except when an Honor card is played—if more than one Honor card is played to a set, the one with the highest sum wins it.

When a set is won it must be gathered and placed *face downward* by the winner or his partner.

After the hand is played, the cards are again

shuffled and the play proceeds as before till the game is won.

To Illustrate the Playing—Suppose the player making the highest bid names the Tens as Honor cards. He must lead an Honor card and might lead the 10-10. Each player must follow suit if possible, therefore the *second* player follows with the 10-7, the *third* with the 10-4 and the *fourth* with the 10-0. The 10-10 wins the set. The 10-10 counts one as High to the player leading it. 10-0 is Low and counts one to the player to whom it is dealt and not to the player winning the set. 10-0 counts *one* as Game and *one* as Low-Game to the player winning the set.

If the Nines were named as Honor cards and the 9-1 was the lowest Nine dealt out, it would be Low, or if the 9-5 was the lowest Nine dealt out it would be Low.

The player winning the set leads the 9-6, the *second* player follows with the 9-4, the *third* with 9-1, and the *fourth*, not having a Nine, with Trixie. The *fourth* player with Trixie wins the set, since Trixie cannot be taken except with an Honor card. Trixie counts one to the player winning the set.

Scoring—The game is for *fifteen* or more points, as determined upon before beginning. The score is kept by one of the players chosen by mutual agreement. It is the duty of the scorer to see that the points claimed by each side are in accordance with the cards in their possession after the hand has been played. Each side commences with *fifteen* points at the beginning of the game and all the points either side may make or take during the play of the hand are deducted from this score. The side who first cancels the fifteen points by

deductions, wins the game. If the successful bidder and his partner succeed in making the number of points bid in any round, they not only deduct from their score the number bid, but all points which they make in excess of the number bid. If they fail to make or take the number of points bid, the number of points bid are added to their score.

Variation in Scoring—If the following method in scoring is desired, the players must so state it before starting the game.

If the successful bidder and his partner succeed in making the number of points bid in any round, they not only deduct from their score the number bid, but all points which they make in excess of the number bid, and their opponents do not score any points they may make. If the successful bidders fail to make their bid, the number bid is added to their score and their opponents deduct from their score the number of points they may make.

Therefore, the players who do not name the Honor cards will exert their utmost skill to keep the successful bidders from making the amount bid.

The points score in the following order of precedence: 1—High; 2—Low; 3—Trixie; 4—Game; 5—High-Game; 6—Low-Game; 7—Santa; 8—Magna. *To illustrate*: If two players or sides having reduced their score to two, and one of them has made High and Game, the other side would go out on Low and Trixie.

The following are the points that can be made in any one hand, in order of precedence:

	No. Points
1. <i>High</i> —The highest Honor card dealt out...	1
2. <i>Low</i> —The lowest Honor card dealt out....	1
3. <i>Trixie</i>	1
4. <i>Game</i> —The Honor card whose sum is ten..	1
5. <i>High-Game</i> —If the Fives are named as Honor cards, Double-five would be High-Game	1
6. <i>Low-Game</i> —If the Tens are named as Honor cards, Ten-blank would be Low-Game	1
7. <i>Santa</i> —Either side holding two Doubles, not including the Double of Honor cards..	1
Three or more	2
8. <i>Magna</i> —Either side holding two cards whose sums are ten, not including the ten of Honor cards.....	1
Three or more	2

A Double and a Sum can not be combined to make a point in Santa and Magna.

High counts for the player to whom it is dealt.

Low counts for the player to whom it is dealt.

Trixie belongs to the player winning it. It can be taken only by an Honor card.

Game may be taken by any higher Honor card. If the Fives become Honor cards, the Double-five, whose sum is ten, can not be taken, as it is the highest Honor card.

High-Game—If the Fives are named as Honor cards, the holder of the Double-five not only scores *one* point as High, *one* point as Game, since there are no higher Honor cards, but *one*

point as High-Game—making a total of three points to the player to whom the Double-five is dealt.

Low-Game—If the Tens are named as Honor cards, the player to whom is dealt the Ten-blank scores *one* point. But Game *one* point and Low-Game *one* point, making a total of *two* points, are scored to the player winning the Ten-blank with a higher Honor card.

ROVER

For three or four players use the cards from the Double-blank to the Double-seven inclusive. For five or more players use from the Double-blank to the Double-ten inclusive.

Rover—The Double-blank is Rover and counts *three* points to the player or side holding it at the close of a round.

Dealer—Shuffle the cards thoroughly. The dealer, commencing with the player to his left, gives out the cards in rounds of *one* at a time *face down*.

Playing—Each of the following cards are the lowest numbers and the first of each suit to be played, namely, the 1-0, 2-0, 3-0, 4-0, 5-0, 6-0, 7-0, etc. The object is to play up each suit complete from the lowest cards to and including the double of the same suit, *only one suit* at a time, beginning first with the lowest. Therefore, the playing must begin each round with 1-0 (One-blank) and the player having it leads—playing so long as he can continue to build up the suit in regular order from the lowest to the double, which, as soon as complete, is laid aside and the next higher suit is begun. Whenever he cannot play

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he draws a card from the player to his *right*, and if the card wanted is drawn, continues playing and draws as often as he can play the card drawn. If at any time the player can play a card or cards from his hand after playing a card drawn, he would do so, and draws from the right whenever he cannot play from his hand.

Each player, as his turn comes, plays in like manner towards building up the suit then on the table.

The player completing the first (lowest) suit would begin the next higher suit if he has the lowest number of the suit to be played, but if not, draws from the one to his *right*, and the player to his *left* plays if possible, and so on till the highest number of the suit as above is played.

The playing continues as above till all the cards in hand are played, except that when a player has no cards in his hand he is out of the game for this round, therefore would not draw from *one* who has cards in hand.

Game—The game is for 15 or more points, as may be determined before beginning. Each suit taken counts *one* point to the player winning it and Rover (Double-blank) counts *three* to the player having it left in his hand at the close of the round.

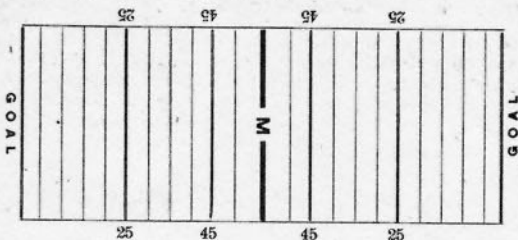
TRIX FOOTBALL

Any person who is familiar with the great American game of football can quickly become an expert in Trix Football. Even those who have never seen a game of football played can, by a careful reading of the terms and rules, soon become familiar with it. The uncertainty in the plays is enough to make Trix Football one

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of the most interesting and fascinating games for those who delight in playing or seeing the game of football played.

An imaginary ball is rushed or punted up or down a gridiron, drawn upon a sheet of paper some thirteen or fourteen inches long and six to seven inches wide. To make the gridiron, draw a line across the center of the sheet to represent the middle of the field, marking it at each end or in the middle with the letter **M**. Then draw eleven similar lines, half an inch apart, parallel to the center line and on each side of it. These lines represent a gridiron 110 yards long, the spaces between each pair of lines is *five* yards. The end lines represent the *goal lines*. The *twenty-five* and *forty-five* yard lines are also marked as in a regulation football field. Side lines are also drawn. The following diagram may represent a gridiron.



Cards Used—*Twenty* cards from a Standard Trix Pack are used, namely the *Suits Twos, Threes, Fours, Fives* and *Sixes*, discarding the blank of each suit.

A—Players—It is a game for *two* or *more* players, but if more than *two* play, “*elevens*” or

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sides are chosen. If sides are to be chosen, *two* players are selected to choose the sides. The “*elevens*” or sides will select captains and the captains will do the playing, since the cards are handled only by two players.

The players choosing the sides will do the scoring for their respective teams.

B—Officials—1. A referee, umpire and time-keeper may be selected. The offices may be filled by one person if so desired.

2. The referee's duty is to see that the ball is properly put in play and is judge of its position and progress. He settles all disputes as to distance gained or lost.

3. The umpire's duty is to make necessary decisions when penalties are incurred and is judge of the conduct of the players.

4. The time-keeper keeps track of all time taken out whether for a *trial at goal* after a *touchdown* or when a *dispute delays* the game; it is his duty to call “*time*” when each half is finished and he shall notify the captains when but *five* minutes of actual playing time remains.

C—Time—The length of the game shall be *seventy* minutes, divided into *two* halves of *thirty-five* minutes each as in football. Time for settling disputes and in trying for goal after a *touchdown* is to be deducted. The time for game may be shortened by mutual agreement of the captains.

D—Scoring—1. Scoring shall be as in football and the side making the greatest number of points in the stipulated time shall be deemed the winner.

2. A *touchdown* shall score for the side making it, 5 points; *goal* from *touchdown*, 1 point;

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goal from field, 5 points; safety against side making it, 2 points for opponents.

3. A *touchdown* is made by carrying ball over opponent's goal line—on the line is not over.

4. After a *touchdown*, a try for goal must be made on the following play. If the side making the *touchdown* holds the better hand they make goal from *touchdown*. If their opponents hold the better hand, they do not score goal from *touchdown*. On trying for goal after *touchdown*, if neither side holds a *Pair* or better, there shall be no gain.

5. A safety is made when the ball is carried backward over the goal line of defending side by reason of losses or penalties.

6. After a safety, the ball is kicked from their twenty-five yard line by side making the safety.

E—Value of Hands—1. The hands rank in regular order from a *Pair* up to and including a *Royal Hand*.

2. *Pair*—Any two Doubles. If both sides have a *Pair*, the one with the highest card not a Double holds the better hand, that is, the *Six-five* ranks higher than the *Six-four*—the *Six-one* than the *Five-four*, etc.

3. *Flush*—Any five cards of a suit not in regular order: as the *Double-six*, *Six-five*, *Six-four*, *Six-two* and *Six-one*.

4. *Threes*—Any three Doubles.

5. *Straight Fours*—A sequence of Fours and one card of any suit: as the *Double-four*, *Four-three*, *Four-two*, *Four-one* and *Three-two* or *Six-three*.

6. *Full Hand*—Three Doubles and any two cards of any suit: as the *Double-five*, *Double-three*, *Double-two*, *Six-four* and *Six-two*.

7. *Straight Five*—A sequence of Fives: as the *Double-five*, *Five-four*, *Five-three*, *Five-two* and *Five-one*.

8. *Fours*—Any four Doubles.

9. *Straight Six*—A sequence of Sixes: as the *Double-six*, *Six-five*, *Six-four*, *Six-three* and *Six-two*.

10. *Royal Hand*—Five Doubles.

F—How to Play—The captains will draw one card each and the one with the card having the lowest sum will decide whether he will kick-off or receive the kick-off. Usually it is better to kick the ball if one draws the low card, for in that way one sends the ball into his opponent's territory and unless the opponent has extraordinary luck it will be difficult for him to work the ball by rushes to the opposite goal line. Besides, it gives the player kicking off an opportunity of recovering the ball in his opponent's territory, close to his goal line on an imaginary fumble if player kicking off has *Full hand* or better.

G—Dealing—The cards are dealt by player drawing the kick-off, five to each captain, one at a time, laying the remainder face down upon the table. The contestants may play their original hands or discard one or more cards at the same time and draw from the top of the reserve pack on the table an equal number of cards. The player not dealing having first draw. Each player will then lay their cards face up upon the table, and the higher individual hand then indicates the gain or loss made. This is to be determined from the Value of Hands. (See E, p. 25.)

Side holding ball shall deal, after first deal.

H—Kick-off—1. Ball is put in play by being kicked off from center of field. If the player

kicking off holds the better hand, the ball has been kicked forty-five yards and is so designated on the paper gridiron by a continuous pencil mark from the center line and going to his opponent's ten yard line, where it is first down for opponent. Should the player kicking off hold the poorer hand, the ball goes but thirty yards. (The progress of the ball may be indicated by different colored pencils for the different sides. One side may mark position of ball for each play by a circle, as follows: —O, and the other side by a cross, as follows: —X. The first down by the figure 1, the second down by the figure 2 and the third down by the figure 3.)

2. After the kick-off, the one receiving the ball can rush or kick the ball back as he elects or (within proper limits) a trial at goal from field, announcing his selections before cards are dealt. (See 1 and 2, under K, p. 28.)

3. After each *touchdown* or goal from field, the ball must be kicked off again, the side scored upon electing to kick-off or to receive the kick-off.

4. At the beginning of the second half, kick-off shall be made by side which did not kick-off at beginning of the game.

I—Rushing—1. The ball must be advanced at least five yards in direction of opponent's goal in three successive downs or trials, each deal to represent one down. If it is not so advanced it shall be surrendered to opponent. The better hand shall determine whether the advance shall or shall not have been made. If opponent loses on one or two downs or deals, the number of yards lost on the one or two downs must be added to the five yards to gain. To illustrate: Suppose one player loses seven and one-half yards on first down and five yards on sec-

ond down—he would then have five yards, seven and one-half yards and five yards or seventeen and one-half yards to gain on third down.

Since it would take a *Full hand* to make the required distance and hold the ball, it may be wise to punt even if the ball goes to the opponent.

2. If neither side holds a *Pair* or better there shall be no gain or loss but a down is counted.

3. If the side having the ball holds better hand, the distance gained shall be:

A *Pair*—5 yards.

A *Flush*—7½ yards.

Threes—10 yards.

Straight four—15 yards.

Full hand—25 yards.

Straight five—30 yards.

Fours—35 yards.

Straight six, or better—An end run for a *touchdown* from any part of the field.

4. If opponent holds better hand side holding ball shall lose, as follows:

A *Pair*—7½ yards on first down, on all subsequent downs 5 yards, except a *Flush* shall lose 7½ yards.

Threes—10 yards.

Straight four—possession of ball on the spot.

Full hand—possession of ball and 5 yards.

Straight five—possession of ball and 10 yards.

Fours or better—possession of ball and an end run for a *touchdown* from any part of the field.

If player holding ball shows a *Straight six* which gives an end run with a *touchdown* and his opponent has *Fours* which gives an end run with a *touchdown*, the player holding the ball will score the *touchdown*.

5. Side rushing the ball by yielding 20 yards can gain first down and hold the ball. To illus-

trate: If side holding ball is on *third* down and cannot make required distance to hold ball—by yielding 20 yards can begin with *first* down again.

J—Kicking or Punting—1. A *Full hand* or *better* shall give the side making the *punt* *forty-five* yards.

2. If not a *Full hand*, the side having *better* hand *twenty* yards, the *poorer* hand *fifteen* yards.

3. Opponent always gets the ball after a *kick-off* or *punt*, except as indicated under 4.

4. If the side which has expressed the intention of *punting* holds *Threes* or *better*, they go forward *twenty-five* yards and *hold* the ball, unless ball does not go outside their territory—then 4 under K applies.

5. A *punt* may be *blocked* and the ball taken by opponent with a *Straight four* or *better*.

K—Goal from Field—1. A *goal* from *field* may be kicked from on, or inside, the *twenty-five* yard line by the side making the attempt, holding *Threes* or *better*, but may be blocked by opponent holding *better* hand, ball going to opponent on the spot.

2. From, or inside, the *forty-five* yard line by holding *Full hand* or *better*, but may be blocked by opponent holding *better* hand, ball going to opponent on the spot.

3. When side holding ball *punts* from inside their own territory and the ball does not go outside their territory, a *goal from field* may be tried by opposing side. *Threes* or *better* are necessary for a successful try. Ball remains with side trying to *punt* ball outside their territory if opponent does not hold *Threes* or *better*.

4. Failure to kick *goal from field* entitles the opponent to a *free* kick from their *twenty-five* yard

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line and distance gained shall be the same as in kick-off. (See 1 under H. p. 25.)

L—Penalties—1. Misdeal—loss of 10 yards, distance to be gained and number of *downs* to remain unchanged.

2. Discarding after opponent's cards have been displayed. If side dealing is guilty, loss of ball. If side not dealing is guilty, loss of 10 yards.

3. Unnecessary delaying the game, loss of 15 yards, or of ball at discretion of umpire.

4. Except if a penalty would result in the side penalized being forced over the *goal* line, the penalty shall be *one-half* the distance to the *goal* line.

TRIX AUTHORS

For three to six players. Deal out six cards to each player in rounds of one at a time and place the remainder of the pack *face down* on center of table. The player to the left of the dealer begins the game by calling for a card from any player he may choose of the same name of which he has in hand. If he has one or more cards of the Book Gold or of any other Book, he would ask for one card "Gold" and if received would call again. He continues to call until he fails to receive the card called for and when he fails to receive the card called for will draw a card from the pack and if drawn will call again and so continues to call and draw so long as he receives card desired. Each player plays in turn in like manner.

There are nine Books of eight cards each and each book counts one point. The player receiving the most points wins the game.

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TRIX EXCHANGE

Trix Exchange, the King of all jolly, noisy games, is the most interesting and fascinating game ever invented for both children and adults. It is noisy, exciting and full of fun from start to finish and is played with a pack of Standard Trix Cards representing nine different commodities of eight cards each.

Players—Three to eight persons may play. If three play, use Gold, Zinc, Iron and Salt (32 cards). If four play, add Lime (40 cards). If five play, add Coal (48 cards). If six play, add Lead (56 cards). If seven play, add Mica (64 cards). If eight play add Alum (72 cards).

Partners—If four, six or eight persons play, they may form partnerships. Partners sit opposite each other and must not see each other's cards.

Dealer—Shuffling the cards thoroughly, the dealer gives out the cards *face down* in rounds of one at a time beginning with the player to his left.

Playing—The players pick up their cards at the same time and are allowed not more than one minute to assort and mentally to decide which commodity they will attempt to "Corner" at first. A "Corner" on Gold, Zinc, etc., consists in getting all the eight cards of that commodity.

The dealer, allowing not more than one minute, says "trade." From that moment each player begins to trade by exchanging one, two or three cards at a time with any player as quickly and as often as he can. In trading, each player takes from his hand one, two or three cards, not more than three, that he wishes to ex-

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change and holding these cards up so that the face may not be seen and without waiting for turn calls rapidly, "trade one," "two," or "three" whichever number he wishes to exchange and continues to call until some one exchanges with him. An equal number of cards must be exchanged at the same time and all of the same commodity. Keep on trading until a "Corner" is made, when the player making the "Corner" will hold the eight cards aloft and call "Corner on Gold," or whatever commodity it may be.

After one "Corner" is made, each player will give all in excess of eight of his cards to the player making the "Corner," so that each player will then have eight cards. After this is done, the playing continues as before till another "Corner" is made. After two "Corners" are made, the score is reckoned, the cards are again shuffled and dealt, the playing continues as before until the number of points required for game are reached.

A player may change the number of cards called for if he cannot get the number desired, or he may increase to the limit if he desires at any time.

Remember that there is no waiting for turn. All may call at the same time and as fast as desired. Players get to trading at once. The more energy and excitement the more fun.

Game and Scoring—The game is for 75 or more points, to be determined before beginning.

"CORNER"	COUNTS
On Gold, Zinc or Coal	. 15 points each
On Lead, Iron or Mica	. 10 points each
On Salt, Lime or Alum	. 5 points each

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After two commodities are "Cornered" settlements are made upon commodities left in each player's hand, not "Cornered," by adding or deducting from each player's score—the amount to be determined as follows:

	POINTS
For each Card of Gold, Zinc or Coal deduct	. 2
For each card of Lead, Iron or Mica add	. 1
For each card of Salt, Lime or Alum add	. 2

To Illustrate the Counting—Suppose one player "Corners" Zinc, he would score 15 toward game. Another player "Corners" Iron, he would score 10 toward game.

Bankruptcy—A player at any time during the game, who has his score reduced to nothing, is said to have gone into "Bankruptcy." He may retrieve his fortune by continuing to play if the number of points for game has not been reached. A "Bankruptcy" scores 5 points for the player forcing another player into "Bankruptcy."

On Settlement—A second "Corner" having been made, forces a settlement upon the two players having the two commodities left in hand when second "Corner" is made. Suppose one player has three cards of Gold and five of Salt. Three of Gold, deduct 2 points for each, or 6; five of Salt, add 2 points for each, or 10. His score is 10 less 6, or 4 points toward game. The other player has five cards of Gold and three of Salt. Five of Gold, deduct 2 points for each, or 10; three of Salt, add 2 points for each, or 6. The player with five of Gold and three of Salt loses, therefore is forced into "Bankruptcy," and the player making the second "Corner"

scores 5 points in addition to the number of points for making the "Corner."

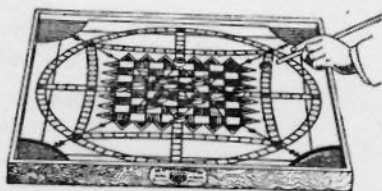
If four, five, six, seven or eight persons play, the player making the second "Corner" forces a settlement and for each player forced into "Bankruptcy" he would score 5 points for each "Bankruptcy."

If desired, the "Bankruptcy" feature need not take effect till the player has one or more points to his credit.

Players in keeping score may place a circle around the number of points to be deducted at any time for convenience in counting, or place the minus sign before the number of points. To illustrate: If 5 is to be deducted, (5) or -5.

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