

A New  
Match and  
Score Game



# ADD-TOO



MANUFACTURED BY  
E. E. FAIRCHILD CORPORATION

Rochester, N. Y., U. S. A.

668-2

## ADD-TOO

### OBJECT OF THE GAME:

ADD-TOO is a game where the player places his diamond next to a diamond already on the table.

There are 45 diamonds, each of which is colored orange and blue, with a number on each color anywhere from one to ten. Colors always must be matched, but numbers can either be matched or played to make scoring combinations.

The object is to play all diamonds from the hand as quickly as possible in either matching or scoring combinations. Players left with diamonds suffer penalties. Each player, therefore, tries (1) to play out all diamonds from his hand as quickly as possible and (2) to make as many scoring combinations as he can.

Hands are played until a game of 200 points, or some other predetermined count is reached.

2

AGCA  
ARCHIVES

### HOW TO START:

Appoint a score keeper.

Place all diamonds in the center of the table, *face down*, and mix thoroughly.

Each player then draws any five diamonds. He places these face up in front of himself, so that all hands can be seen by all players.

The first player is the one who has the lowest diamond. For instance, the lowest possible diamond is the one that has the numbers 1 and 2; for the total of this diamond is only three. If two players have the same low figure, the one of these two players who has the next lowest diamond will become the first player. The first player can start with any diamond he wishes.

Next player is the one to the right of the first player, and play proceeds in this counter-clockwise direction.

### RULES FOR THE GAME:

1. A player plays only in his turn, can play only one diamond each turn,

3

and must play his diamond against the *last played* diamond, except when he can make a BONUS PLAY, for which see the following explanation.

The shape of the diamond enables the player to play his piece in several ways. (Figure 1).

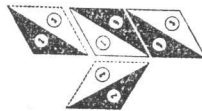


Fig. 1

2. A player must *match colors*, and must either match numbers or play them in scoring combinations.

### MATCHING PLAY

This is a play where both the colors and numbers of the diamond match the exposed side of the last diamond played, (Figure 2).



Fig. 2

A Matching Play gives no score, but enables the player to discard one of the pieces from his hand.

4

### SCORING PLAY

A Scoring Play is a play where a color is played to a matching color, but where the numbers add up to a multiple of 5, such as 5, 10, 15 or 20, (Figure 3).

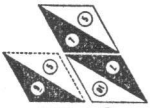


Fig. 3

Scoring Play

Here the player receives 15 (5 plus 10).



Fig. 4

Matching and Scoring Play

Here the player receives 10 (5 plus 5).

Note in Figure 4 that a play can be both a Matching and Scoring Play.

The Scoring Play lets the player not only play a diamond from his hand, but also builds up his score.

3. When his turn comes a player *must* make a play if he is able. If he cannot make a play and has less than 5 diamonds in his hand, he draws from

5

the facedown pile on the table. However, when he draws enough that he has 5 diamonds in his hand, he draws no more and passes his turn to the next player.

4. A hand is finished when one player plays out all his diamonds or when no player can make any additional play.

5. When a hand is finished, players lose ten points for each diamond left in their hands.

### DRAWING DIAMONDS

When a player has less than five diamonds in his hand he draws from the face-down pile on the table until he can make a play or has five diamonds in his hand, when the play passes to the next player.

If all diamonds have been drawn from the table, play continues as long as possible. Each player has the chance, as his turn comes, of playing to the center of the table and play does not stop until all players have passed and no one can make a play.

6

If a player has passed, but an opponent has made a play in the meantime, to which the player can make a play, he can do so when his turn comes around again.

### BONUS PLAYS

Bonus Plays can be made by a player only in his regular turn. They are the only instance where play can be made to diamonds other than the one last played.

A Bonus Play is a play where the sides of a player's diamond either match or make scoring combinations with the touching sides of the diamonds on the table. Either 2, 3 or 4 sides can be

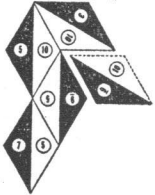
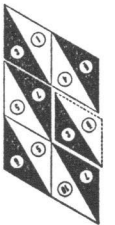


Fig. 5

Fig. 6



7

involved in the play, but it is important to note that *all sides* either must match or make scoring combinations.

On Bonus Plays, a player receives in addition to his scoring combinations, 5 extra points for each side involved in the play. For instance, in Figure 5, he receives 20 (10 plus 10) plus 10 points bonus (2 sides), or a total of 30 points. In Figure 6, he receives 10 (6 plus 4) plus 10 (3 plus 7) plus 10 (3 plus 7) plus 15 points bonus (3 sides), or a total of 45 points.

Note:

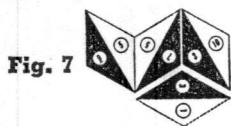
In Figure 5 the playing of the diamond 9-10 is against two diamonds neither of which is the last played diamond.

However, suppose the diamond 3-10 had been the *last played* diamond. In this case the play would *not* be a Bonus Play, and the player would have to be concerned with playing only the 10 side of his diamond to the 10 side of the last played diamond (which is the 3-10 one). He would not have to make scoring or matching combinations on

8

the other sides; but if he should happen to make a scoring combination on any of them, he would receive credit for the score. He would not, of course, be entitled to any bonus.

It is possible to make Bonus Plays where only one color is involved. For instance, in Figure 7:



Note here that the sides of the player's diamond must either match or make a scoring combination with both sides to which he is playing; thus, 3 and 7 make 10; and 3 matches 3.

When a player plays a diamond to make a Bonus Play, this diamond is considered the "last-played" diamond and the following play must be made to it. Of course, if a Bonus Play is made where all 4 sides of the diamond touch diamonds on the table, it will not be possible for the next player to play onto

9

this diamond and the hand will therefore end.

#### SCORING

Each player receives the score of his scoring combinations, plus bonuses for his Bonus Plays.

Players lose ten points for each diamond left in their hands when a hand is played.

A game is 200 points, or another predetermined count and hands are played until a player makes this. Reaching 200 *during* a hand does not win the game, for players do not receive scores until a hand is completed. If more than one player reaches 200 on the same hand, the player with the highest hand wins the game.

AN  
**ALL-FAIR**  
GAME

Copyright 1940 by  
**E. E. FAIRCHILD CORPORATION**  
ROCHESTER, N. Y.

10