



ROAD BLOCK

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For never-ending fascination, for new and surprising developments with every turn of a card, for a game that's good for parties, for 1 to 4 players, and even makes a grand solitaire game, ask your dealer for ROAD BLOCK.

Because the game is fast-moving, always surprising, calling for the strategy of wits—adults will like it. It is simple enough, however, for fairly young children to learn.

EXCITING ★ AMUSING ★ ENTERTAINING

Autographs

A CARD GAME OF FAMOUS PEOPLE



**Four Games In One
For 2 to 10 Players
Fun For All Ages**



THE LEISTER GAME COMPANY
TOLEDO, OHIO

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THE GAME OF AUTOGRAPHS

(FOR 2 TO 10 PLAYERS)

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THE OBJECT OF THE GAME is to collect as many pairs as you can of autographs of the different celebrities by calling for cards from other players.

THE DECK consists of 52 cards or 26 pairs of autographs. There are two celebrities for each profession, such as 2 authors, 2 musicians, 2 comedians, etc. Each profession is identified by a number. For example, radio news commentators are 1A, football coaches are 7A and newspaper columnists are 12.

DEALING: One player is selected as first Dealer. He shuffles the cards thoroughly and deals each player 5 cards, one card at a time (4 cards if more than 6 people are playing). The remainder of the pack is placed in the center of the table as a "drawing pile." Each player now arranges his cards to see if any of them make up a pair, such as two 4's or two 3A's, etc. If any player has a matched pair he shows them and lays the cards face down in front of him.

TO BEGIN PLAY: The player at the left of the dealer begins by drawing a card from the center pile. If this card matches one of the cards he is holding in his hand, he shows the pair and places it face down in front of him. He then asks ANY OTHER PLAYER for an autograph that will enable him to complete a pair.

The caller should attempt to ask for the autograph by name. Example: If a player is holding card No. 4A with Bing Crosby's picture and autograph, he then looks at the caricature and description on the bottom half of the card to decide whose autograph it is he needs to complete his pair of male radio singers. If he identifies the caricature and description as that of Frank Sinatra he then asks as follows: "I want Frank Sinatra's autograph." If he cannot identify the individual from the caricature or description he must ask for the card by number. The form of calling in this instance is, "Mr. Smith, I want the autograph for 4A."

If the calling player obtains the autograph he has requested by name he is privileged to ask for a second autograph. If the player has had to ask for the card by number he is limited to one call only. It is therefore to the caller's advantage to ask for an autograph by name instead of by number.

If the card is NOT held by the player addressed, the caller is answered, "Sorry."

If a player should identify incorrectly the person whose autograph he desires from the caricature and description and should, for example, ask for the autograph of General Marshall instead of General MacArthur, the player who may be holding the card simply says "Try again" and does

not surrender the card. This enables the caller to know he has made a mistake and he should attempt to correct it on his next turn to call or ask for this card by number.

When a player completes a pair he shows the cards and then places them face down in front of him. When a player runs out of cards he ceases play, the other players continuing if they have any cards left.

THE WINNER is the player at the end of the game who has formed the greatest number of pairs of AUTOGRAPHS. If two players have formed the same number of pairs, the winner is decided by having each player draw 10 cards from the shuffled deck and the one having the most pairs out of the 10 cards wins.



What's My Name?

(ANY NUMBER OF PLAYERS)

This is an exciting game that appeals to players of all ages.

One person is appointed dealer. He holds the entire deck in his hand and reads aloud to the other players the descriptive matter appearing beside the caricature at the bottom half of the card (the copy printed in black). The first player to call out the name of the celebrity after hearing the description is awarded the card. If no one can identify the celebrity from the description alone, the dealer then holds the card so all may see the caricature — the first player to call out the celebrity's name wins the card. In case two players call out the name of the celebrity at the same

time, then the person who wins the next card will also win the previous one, on which there was a tie.

THE WINNER is the one who holds the most cards, after all have been read by the dealer. This same game may also be played by having the dealer read aloud the description on the top half of the card including the date of birth and birth place. If no one calls out the celebrity's name, the dealer may then show the card, but he should hold it in such a manner that he covers up the celebrity's autograph.



Holding the Bag

2 TO 10 MAY PLAY

There are 26 pairs of cards to this game. For example—two No. 3's, two No. 4's, etc. There is also an extra card titled HOLDING THE BAG. Shuffle the cards and deal one at a time until all cards are distributed. Each player will then look at his hand and match any pairs that he might have. Put these face down in the center of the table. The dealer then draws a card from the player on his right, and if it matches with a number in his hand, he puts it down on the table. The player on the left of the dealer does the same thing, and so on.

The game proceeds until all pairs are matched, leaving the HOLDING THE BAG card in one player's hand, which, of course, leaves him "HOLDING THE BAG."

Autographs Played With Counters or Chips

This variation of the standard form of AUTO-GRAPHS appeals to a great many players.

IN THIS METHOD of playing the dealer acts as banker and to each player who completes a pair by asking for the autograph by the name of the celebrity instead of by the card number, he gives a counter or chip (beans or matches may be used.)

The first player to run out of cards is given a bonus of 1 chip.

THE WINNER at the end of the game is the player who has won the most counters. In case of a tie, the game is won by the player who has completed the most pairs of autographs.



True or False

(ANY NUMBER OF PLAYERS)

This game is an especially good one for a large crowd. The dealer will take the entire deck in his hand and starting with the top card will read aloud the TRUE OR FALSE question appearing at the bottom of the card. The dealer should be sure to include the name of the celebrity in reading the question. Example: "Babe Ruth started in the big league as a pitcher — true or false?" The first player to answer the question correctly wins the card.

ANOTHER VARIATION of this game is to have the dealer ask the question to one player at a time, beginning at his left. The card is awarded

to the player if the question has been correctly declared TRUE or FALSE. The dealer should have the answer sheet handy so he can award the card immediately if the player has given the correct answer.

IF A PLAYER ANSWERS INCORRECTLY the card is then awarded to the next player who does give a correct TRUE or FALSE answer.

Many people will find it stimulates a never-ending interest in this game if they prepare their own lists of TRUE or FALSE questions, so the game may be played over and over again.



Answers

TO TRUE OR FALSE QUESTIONS

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|----------------------------|-----------------------------|
| 1. Grace Moore—True | 7A. Bernie Bierman—True |
| 1. Lily Pons—True | 7A. Knute Rockne—True |
| 1A. H. V. Kaltenborn—False | 8. Irvin S. Cobb—True |
| 1A. Lowell Thomas—True | 8. Bob Benchley—True |
| 2. Jack Dempsey—False | 8A. F. D. Roosevelt—True |
| 2. Joe Louis—True | 8A. Thomas E. Dewey—True |
| 2A. John C. Thomas—False | 9. Doug. MacArthur—False |
| 2A. Lauritz Melchior—True | 9. D. D. Eisenhower—True |
| 3. Kate Smith—True | 9A. Babe Ruth—True |
| 3. Dinah Shore—True | 9A. Joe DiMaggio—False |
| 3A. Clark Gable—True | 10. Red Grange—True |
| 3A. Gary Cooper—True | 10. Tom Harmon—True |
| 4. Bob Hope—True | 10A. Don Budge—True |
| 4. Jack Benny—True | 10A. Wm. T. Tilden—True |
| 4A. Frank Sinatra—True | 11. Fanny Brice—True |
| 4A. Bing Crosby—False | 11. Joan Davis—True |
| 5. Claudette Colbert—True | 11A. Katherine Cornell—True |
| 5. Dorothy Lamour—True | 11A. Helen Hayes—True |
| 5A. Irving Berlin—True | 12. Ernie Pyle—True |
| 5A. Jerome Kern—True | 12. Westbrook Pegler—True |
| 6. Arturo Toscanini—True | 12A. Wm. Green—True |
| 6. Walter Damrosch—True | 12A. John L. Lewis—True |
| 6A. Paul Whiteman—True | 13. Ted Husing—True |
| 6A. Kay Kyser—True | 13. Bill Stern—True |
| 7. Byron Nelson—True | 13A. Roy Rogers—True |
| 7. Walter Hagen—True | 13A. Gene Autrey—True |