

THE PLAWAY

NUM-BO blocks and board provide material for teaching number games for the very young. Excellent as a home toy or classroom equipment.

Price ----- \$ 3.00

BOBBY DUCK is a balancing toy with which number meanings, combinations, etc. can be discovered and verified. This attractive toy appeals as a plaything and serves as self-instructor in early number work.

Price ----- \$11.00

ADDI-FAX & MULTI-FAX are two packs of cards one based on addition and the other on multiplication combinations. Three cards of a combination give a "point" - a key assures accuracy in getting correct cards.

Price per pack ----- \$ 1.50

FRACTI-FAX games are based on fraction "families" in one set and on equivalent values of fraction, per cent and decimal forms, in the second set. Two sets are in the one pack.

Price per pack ----- \$ 1.50

PHONI-FAX two sets of phonograms with letters for word-building games are in the one box. Two-letter phonograms are in red and three-letter ones in blue. This pack provides much material for games or for drill.

Price per pack ----- \$ 1.50

SPELLI-FAX pack contains seven different sets of syllable sections for word-building games. Special attention is directed to difficult letter combinations in endings.

Price per pack ----- \$ 1.50

TABS offers a modern "tictactoo" played with famous names and facts associated with these persons. Three separate packs, each with a different set of facts: 1- Inventors & scientists 2- statesmen generals, etc. 3- explorers & colonizers.

Price per single pack --- \$ .75

Three (1, 2, 3) ----- \$ 2.00

HOLD THE FORT a board game which tests the skill and tries the luck of each player in his effort to take and hold the fort with the men of his "squad." Fun for all ages.

Price ----- \$ 2.50

WHAM a game of skill for hand, eye and mind - has a numbered game board and set of numbered disks with paddles for "shooting." A Score Sheet assures accuracy in scoring the shots, and easy rules provide variety of play. A game for home or school.

Price ----- \$ 3.00

THE AIR AGE READERS

Less than 10 copies 60¢ each; 10 or more copies of one title 45¢ each.

Tess & Ted at the Airport	Grade 1
Tess & Ted Fly	Grade 2
Tess & Ted Fly to New York	Grade 3
Tess & Ted at National Airport	Grade 4
Tess & Ted Fly Skyway One	Grade 5
Tess & Ted in a Dream Flight	Grade 6

Special Offer - Set containing one of each item ----- \$30.00

PLAWAY Games are self teaching as each contains a check or "key" to assure accuracy.

PRICES: postpaid, if remittance accompanies order.  
postage not paid, if C.O.D. or charged on account.

BEADLE & COMPANY, Inc.  
RICHFIELD SPRINGS  
NEW YORK

# PLAWAY GAMES FOR FUN WITH FACTS

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C. N. McRae . . . . Sidney, N. Y.



McRae

## WHAM

A Game for Boys and Girls

ADDI-FAX---TABS---MULTI-FAX  
HOLD THE FORT

Distributed by  
Carlton L. Wheeler, Inc., Penn Yan, N. Y.  
Printed in U.S.A.

Under Price 1.00

## WHAM

A numbered game board - paddles - and disks to be "shot" for the score --- that's WHAM. The more you play the greater your skill in placing disks on the desired numbers - and the more quickly you can call the score. If you are not quite sure about that score, just refer to the Score Sheet on the reverse side of the rules sheet. All correct scores for every shot, are shown here. No guessing - by even the least experienced player. Scores may be found by adding, by subtracting, by multiplying, or by a combination of ways - according to the game you wish to play. Easy rules for several games are inclosed.

Games of chance combined with luck are always exciting. When you win there is a glow of satisfaction for your skill -- when you lose - well, there is always that luck that you failed to have; and when play is followed by rapid increase in number skill - that is a "bonus game."

Fun and Facts; that's WHAM -- Fun for two or a group of players.

Sturdy construction of parts, easy-to-follow rules, based on facts and desirable skills, make WHAM a first-choice game for either school or home. It is built to last and priced to please.

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## TABS

Did you ever play "tic-tac-too"? Then you will like TABS - which is tic-tac-too played with famous names and some interesting facts about each one.

There are three different sets (see price list on back of this sheet). Each set contains 20 name-tabs and 40 fact-tabs, together with a "TAB-BOARD," a Guide List for checking the accuracy of your "three-in-a-row" and a rules sheet of easy directions for playing.

Turn your "TAB" and either play it on some unused space - or throw it into the discard. Play on any vacant section. The player who places the third tab correctly, in any row, in any direction, takes the game. Fast, Fun, and full of facts that are well to know; it's a game for the whole family - and for any elementary or higher grade at school. TABS provides plenty of entertainment at a small cost.

## HOLD THE FORT

A PLAWAY GAME - without a Fact but with plenty of Fun. New, Exciting FUN - a game for all who enjoy a contest of skill, at home or at school.

A nicely bound, folding game - board, 14 1/2" x 14 1/2", in attractive colors; four sets of differently colored men; a small pack of number cards and easy-to-follow instructions for playing, are included in each set of HOLD THE FORT. From two to four players may enter the game.

Draw "Orders" from a stack of numbered cards - that's Luck.

Obey "Regulations," but plan the strategy - that's Skill.

Each "Commander" (player) has a "squad" of five "men." By skillful maneuvers each tries to be first to reach and hold both blockhouse and fort in the center.

Walls, broken blocks, ambush by opponents and "retreat" orders - all test the leader's skill. Can you HOLD THE FORT?

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ADDI-FAX

and

MULTI-FAX

These card games are based on the "fundamental facts" of addition and multiplication; facts that are most useful in school and out.

By repeatedly making books, or "FAX," of the three cards of a combination, the players soon become quick and accurate in this skill. "Value Cards" may be consulted, if needed, to show the right cards to be used. There are several in each pack showing the correct combinations to make a book. No guessing, no questions, but independent play for the least experienced player thru the use of these value cards.

In ADDI-FAX, two cards and their sum make the book.

In MULTI-FAX, two cards and their product make a book.

Each book or "FAX" counts a point. Rules in the two packs are identical making it easy to advance from addition to multiplication facts. No thought of adding or multiplying need be introduced - just PLAY any one of the interesting games described in the easy step-by-step rules inclosed; Enjoy the FUN -- the facts will follow. Play them at home just as you play any card game. Addition and the reverse, subtraction -- multiplication and the division facts will soon be automatic when "FAX" games are a school or family habit.