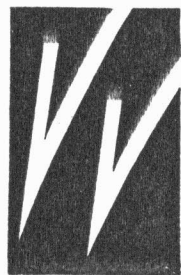




**CHECK AND  
DOUBLE CHECK**

TRADE MARK  
PAT. APP. FOR

....*The most  
exciting game  
of chance you've  
ever played...*



## Check and Double Check!

(Trade Mark)

(Patent Applied For)

A Game of Action and Thrill, developing unexpected situations and startling climaxes so rapidly that you are constantly "on edge" with suspense.

Any number may play, odd or even. The material in this set is for two, three or four players.

The cards are all of one suit or design, and all are of equal value in playing the game.

Nine cards are dealt to each player. Four additional cards are used, placed in a single stack, face upward on the table. This is called the "DISCARD."

### FOR TWO PLAYERS:

Use only 22 cards—two each of numbers 2 to 10, and four miscellaneous cards for the Discard.

### FOR THREE PLAYERS:

Use 31 cards—three each numbers 2 to 10, and four for the Discard.

### FOR FOUR PLAYERS:

Use all cards—shuffle and deal nine to each player, and use remaining four for the Discard.

### METHOD OF PLAY

1—THE OBJECT OF THE GAME is to dispose of the cards dealt to you or returned to you from the Discard.

2—Select one player for first dealer—by common assent, or by throwing dice, highest deals.

3—The dealer shuffles the cards and deals nine to each player and four cards to the Discard pack.

4—Each player places his cards face upward in a row on the table in front of him.

It often happens that one player has dealt to him two or more cards of the same number, while other players have no card of that number. This is a natural result of the method of distributing the cards and in no way affects the playing of the game.

5 The first player at left of the dealer rolls the dice in the center of the table. Each player having a card corresponding in number to the total of the pips or spots shown on the top sides of the dice, plays it to the Discard.

Example: If the dice turn up "4" and "2" making "6", each player having a card numbered "6" places it on the Discard.

Note: If a player has two or more cards of a number, he may play **ONLY ONE OF THEM AT A TIME**.

6—Each player has but one throw of the dice each time he plays, the "throwing" passing around the board to the left, and each player throwing the dice in turn.

7—**CHECK**. When a player rolls the dice and the "Check" sign turns up on one dice, he **CANNOT DISCARD**, but **MUST TAKE THE TOP CARD FROM THE DISCARD** and add it to his row of unplayed cards. But any opponent having a card corresponding to the number on the other dice may discard it.

Example: Player "A" rolls a "4" and a "Check." "A" must take a card **FROM THE DISCARD**, but "B" having a "4" disposes of it **TO THE DISCARD** on the same play, after "A" has taken his card. Should "B" have two "4" cards he can discard **ONLY ONE** of them.

8—**DOUBLE CHECK**. When a player throws the dice and rolls a "double check," **HE MUST TAKE THE TWO TOP CARDS** from the Discard and add them to his unplayed cards. Of course, no card can be discarded by an opponent on this play.

9—A card played must always correspond to the total of the numbers on the two dice. That is, if a "5" and a "3" appear on the two dice, the only card that can be discarded is an "8"—not a "5" or a "3". The only exception to this rule is where "Check" is shown on one dice, as explained in Rule 7.

10—The first player to dispose of all his cards wins the hand, and each player must pay the winner one counter for each unplayed card he has remaining on the table.

Example: If "A" is winner and "B" has three cards unplayed, "B" pays "A" three counters. If "C" has two cards unplayed, he pays "A" two counters, etc.

11—The **GAME** may be for 100, 200 or any agreed number of points.

When a player makes the winning play, any opponent having a card of the number thrown may discard on the final play the same as on any play.

12—In case of Tie—should two players run out of cards on the same play—the player throwing the dice, or the one nearest to him from the left, is declared the winner.

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MILTON BRADLEY COMPANY

SPRINGFIELD, MASS.

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