

# The Game

Of

# ZUM.

Trade Mark Registered.

Milton Bradley Co.,  
Springfield, Mass.

4198

## THE GAME OF "ZUM"

(Trade Mark Registered.)

This game consists of Forty-eight cards, numbered '1' to '48', referred to as **Playing Cards**, and Twelve Cards, eleven of them bearing a picture of the "Zum" Girl with the word "**Score**" or "**Lose**" and one odd card called the "**Chance-It**" card, referred to as the **Score Cards** or cards to be **Played For**. The **Score Cards** have an entirely different value from the **Playing Cards** and should be kept separate at all times during the game.

The **Object of the Game** is to **Capture** as many as possible of the cards that **Score** and force your opponents to take the cards that **Lose**.

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The **Method of Play** affords opportunity for Considerable Skill, though much depends on Chance, making the most interesting and exciting game ever published. **A Game That Is neither Won nor Lost Until the Last Card Is Played.**

### DIRECTIONS FOR PLAYING.

When Two, Three or Four play, shuffle the **Playing Cards** and deal Twelve cards to each player.

Shuffle the **Score Cards** separately (that is, not with the **Playing Cards**) and place the pack of Twelve **Score Cards** face upward in the center of the table.

Pick up your **Playing Cards** and hold them in your hand, face towards you.

The player at the left of the dealer begins the game by playing a card from his hand to the table, face upward, and each player follows suit, the one playing the **Highest Card** taking the "**Trick**," and drawing the **Top Card** from the **Score Card** pile. **The Other Players Do not Draw from the Score Card Pile,** One

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Card Only being drawn for each "**Trick**" played, and that one going to the **Winner of the Trick**. The player taking the "**Trick**" leads for the next "**Round**". The play continues in this way till all the cards have been played.

### THE CHANCE-IT CARD.

This card has no value of its own, but the player taking it "**Scores**" or "**Loses**" according to the value of the **Score Card** following, irrespective of who takes this **Score card**.

**EXAMPLE:** A player takes the "**Chance-It**" card and the next **Score Card** following is a "**Score 2**." The player has scored two points by taking the "**Chance-It**" card irrespective of who takes the "**Score 2**" card. If the card following should be a "**Lose 1**" the player taking the "**Chance-It**" card has lost 1 point.

It is left to the player's judgment whether or not to take the "**Chance-It**" card and run the risk of losing in the chance of scoring, or try and force it on to one of the other players.

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**Option;** If preferred the "Chance-It" may be considered as a "Score 1" card, which eliminates the chance element, and may be more interesting to some players.

**When Four or Less Play** the playing of one "Hand" of Twelve cards will capture all the **Score Cards**. At the end of each "Hand" count up the points **Scored** (or the total of the numbers on the **Score Cards** you have captured,) and the points **LOST** (or the total of the numbers on the cards marked "LOSE" you have taken.) Enter your Scores in the column on the Score Card headed "**Win**" and the **LOSSES** in the column marked "**Lose.**"

When "**SevenHands**" have been played in this way, a total of the whole Score and Loss is taken, and the player having Scored the largest number of points, over and above the number he has **LOST**, **Wins the Game.**

EXAMPLE: If one player has scored 20 points and lost 15, while a second player has scored only 15 points and lost 8, the second player **WINS**, as the  
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### PLAYING "PARTNERS."

With Four or Six Players Partners may be played by counting the Combined Scores and losses of the First and Third players as one score and the Second and Fourth players the same, in the usual manner of playing "Partners;" or by the following method, which is called

#### "DOUBLE ZUM."

This is a variation of the game by counting the combined numbers of the First and Third players' cards as one number, and the Second and Fourth players' cards the same, the highest total number winning the trick.

EXAMPLE: A and C play partners against B and D. A plays first with a "48." B plays "46;" C (A's partner) plays "20" and D (B's partner) plays "30." B and D take the trick as the total of their two cards (46 and 30) is 76, against a total of 68 (48 and 20) for A and C.

Should the total amounts be the same, the  
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score to his credit is 7 points, while his opponent, who may have taken a great many more cards, has only 5 points to his credit; or if a third player has scored 4 points and **LOST NONE**, the **SECOND** player wins with the 5 points good; i. e. the score is not based on a player's *percentage*, but on the actual number of points to his credit.

### WHEN MORE THAN FOUR PLAY.

**For Five Players** deal nine of the playing cards to each player. Use **All** the Twelve Score cards, which will leave three at the end of each hand not taken. Shuffle these in with the other Score Cards for the next "Hand." Play **Seven** "Hands" as in the rules for Four Players.

**For Six Players** deal **Eight** of the playing cards to each player. Use **ALL** the Score Cards as in the rules for Five Players.

While **Seven** or **Eight** may play by dealing only six cards and taking half the Score Cards each "Hand", if there are eight, it is desirable to have two tables, with two packs of cards.  
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trick is taken by the highest single card played.

In playing **Double Zum** each player lays his card on the table directly in front of himself (not throwing it to the center of the table) until all have played. This facilitates greatly the adding of the numbers.

#### IMPORTANT POINTS.

1—**Be Sure** that only the **Top Card** of the **Score Card** pile is visible, and that the card beneath does not show.

2—**When You Capture a Score Card** keep it **Face Downward** on the table, so that the players cannot look around the table and see what cards have been drawn and govern their play accordingly.

3—**When you Take a Trick**, keep it **Face Downward** so that the players cannot see what Playing Cards have been played.

4—**The Highest Card** always takes the trick, and the "1" card is low.

5—**Keep in Mind the Value** of the cards you hold, and remember that in the **Game of "Zum" the Lowest Card ("1")**  
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is worth as much as the highest, inasmuch as it will force your opponent to take the "Lose 3" card, if rightly played, which is equivalent to scoring three yourself. **"Zum" is the only Game** in which the very low cards are practically as good as the very high, for this reason.

While its simplicity makes **"Zum"** an easy game to play and one that is quickly learned, it affords opportunity for the highest scientific skill, and the person who imagines he *knows* the game at once will find that there is still much to learn.

**We furnish additional Scoring Cards** (that is, the Cards for keeping score on) for ZUM at 10 cents a dozen; though of course the score may be easily kept on any sheet of paper.

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