

when you play from your **STORE** only the top cards are played just as they come, of course, you can not look at those underneath. The piles which are built up in the middle of the table, are to play on only.

When a **STORE** pile runs out, a player must fill its place with the next store card he plays, as he must keep up the 5 **STORE** piles; it is understood that cards can not be taken from one **STORE** pile and placed on an other. It is necessary to play from your **REX** pile whenever you can do so; otherwise your opponent may call **REX**, you must then draw a card from his **REX** pile and place it on the bottom of your own.

The same rules hold in playing partners, excepting that you may play from your partner's **REX** pile and from his **STORE**.



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THE GAME OF

REX

EASY TO LEARN.
YET SCIENTIFIC.



CHILDREN CAN PLAY.
ADULTS ARE HIGHLY
ENTERTAINED.

REX AMUSES ALL

THE MORE YOU PLAY REX THE BETTER YOU LIKE IT

The Game of Rex

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REX may be played by any number of people from two up to eight.

This pack of cards numbers 151, there being 10 each of 15 kinds, and a Rex or King card.

RULES OF THE GAME. After shuffling the pack, deal 12 cards to each player, this forms his **REX** pile which is placed to one side face up, with only the top card showing, then deal 5 cards to each player, these are used to play with.

THE OBJECT, or point to obtain in the game is to use up your **REX** pile, the first player who succeeds in accomplishing this, wins.

The first player on the left of the dealer holding a card number 1, opens the game, he must place the card in the centre of the table face up, if he has a 2, he must place it on top of number 1, and so continue to build from his hand or from his **STORE**, or the top of his **REX** pile. If he should play out his hand, he may draw an other of 5 cards continuing to play. In the event of no player holding a card number 1, all the hands are then placed on the table as **STORE** and new hands are dealt.

A player must play all the number 1 cards he holds, or suffer a penalty, but he need not play others unless he so desires. This is excepting your **REX** pile, you must always play from **REX** whenever you get the chance.

A player holding the King card, can use it for any number he may desire, say number 8 is the last card played, and he has number 10 in his **REX** pile, he may call 9, play his King, then his 10 on top.

The piles are built up to number 15, they are then taken from the table. If the entire pack has been used and the game not yet won, then those cards which have been taken from the table are dealt over again.



THE STORE.

When a player cannot continue to play, he must place a card in front of him face up, then the next player on the left plays.

The cards thus placed are your **STORE**, they are placed side by side until you have five piles, then other cards are placed on top of them, on any pile you desire,