

after calling the station, and every succeeding player adds one word until message is complete.

6. Playing continues until no more messages can be completed by the players. Cards held in hand are discarded and only the tricks taken are counted in the result.

7. Messages should be constructed so that they cannot be too readily completed.

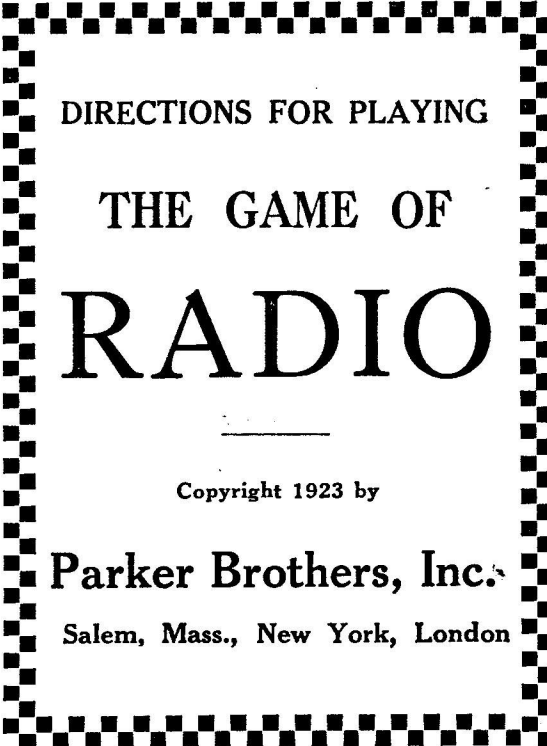
ABBREVIATIONS IN GAME EXPLAINED

U.S.S.—United States Ship.

U.S.P.O.D.—United States Post Office Department.

U.S.D. of I.—United States Department of Interior.

Ft.—Fort.



DIRECTIONS FOR PLAYING

THE GAME OF

RADIO

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sage, whether all players have added a word or not.

2. A player must have the kind of call station named by the first player in order to play in the same trick. For exceptions to this rule see paragraph dealing with Lis'nin In and S.O.S. cards.

3. Messages cannot be completed until all players have had a chance to add a word, unless an S.O.S. card is played to complete a message by a player, in turn or out of turn.

4. In forming messages players should be guided by the first call station and should shape messages to concern that call station.

5. The first player adds two words

Ex. Department of Interior—Blizzards sweeping over central states damaging crops.

3. International—

Messages from one country to another containing any news of international interest.

Ex. France is celebrating Joan D'Arc's birthday.

Ex. France making elaborate preparations for Olympic games.

TO REMEMBER GENERAL RULES

1. An S.O.S. card can be played at any time, by any player, out of his turn, if he can add a word and complete the mes-

DIRECTIONS

**The great RADIO game,
entertaining and educational.
For adults and children.
Number of players—from 3
to 7.**

1. CARDS

The game is played with 56 cards, classified as follows:

1. 48 call station cards each bearing any two of the three following kinds of stations:

- (a) General call stations (names of cities, as Chicago or New York)
 - (b) Government call station (army and navy stations— Post Office and Department of Interior)
 - (c) International call station (name of countries).
2. 4 Lis'nin In Cards—classified as follows:
- (a) 2 General call station cards.
 - (b) 1 Government call station card.
 - (c) 1 International call station card.
3. 4 S. O. S. cards.

of note, unusual happenings and anything which would be of public interest outside of the city.

Ex. Milwaukee baseball team leads in American Association.

2. Government—

Messages from one Government station to another which contain news of interest to any other station.

Ex. Navy—U.S.S. Delaware leaves Saturday for trip around world.

Ex. Army—Fort Sheridan will be inspected by General Pershing and General Foch next Tuesday.

Ex. Post Office Department— New Post Office dedicated here today.

COUNTING

Individual cards count one:

Lis'nin In cards—

General, 5

Government, 10

International, 15

S.O.S. cards count 25

The player getting 500 points first wins the game.

The following are suggestions for messages from the different call stations.

1. General—

Messages from one city to another which contain news of what is taking place there in regard to civic events, such as political news, city celebrations, noted improvements and the like, conventions

2. OBJECT

The object of the game is to take as many tricks as possible, especially those containing the highest count cards, for the player getting 500 points first, wins the game.

3. PLAYING

The game is played by sending verbal messages which concern the call station named by the first player in the trick. The players draw upon their own imagination and initiative to word the message. The cards are shuffled and the player drawing the first Lis'nin In card is the dealer. The cards are again shuf-

fled and dealt out, one at a time. The dealer has the first chance to call a station. He names a station and starts the message with **two words** and places his card face downward on the table. Each successive player calls his particular station, which must be of the same general classification as that of the first player in the trick. As he adds his word to the message he follows the dealer's example by placing his card face downward on the table. The cards are turned face upward at the end of the message. The player completing the message takes the trick, unless a Lis'nin In card is played. (See Lis'nin In Cards.)—For example: There are five

which it is played, since it is the highest ranking card in the deck.

For example:—A starts with call K-D-H-N—U.S. Dept. of Interior and gives the first two words, "Blizzard Sweeping." B has no government call station or Lis'nin In card and passes. C gives call N-J-B—U.S.S. Louisiana and adds word "over." D gives station W-Z-O Fort Bliss and adds word "states." A has no government call station and passes. B also must pass. C has government call station and adds "damaging." A now plays an S.O.S. card out of turn, adds word "crops," and takes the trick before D has a chance to respond.

R-I Spain and adds the word "Olympic." A plays again with 2-F-O Australia and finishes the message by adding the word "games." The cards are now turned face upward. B, who in his turn had played a Government Lis'nin In card, takes the trick because D had played a general Lis'nin In card, which is outranked by the government Lis'nin In card.

S.O.S. CARDS

The S.O.S. cards can be played only to complete a message, but can be played **at any time, out of turn** for this purpose. An S.O.S. card takes any trick in

players A-B-C-D and E. A begins with call W-O-O Philadelphia which is a general call station. He gives the first two words of the message, "The City." B has a general call station W-E-E-I Boston, and adds "is." C also has a general call station and adds "celebrating." D has general call station K-D-K-A Pittsburg, and adds "Benjamin Franklin." E with station W-W-J Detroit, adds "birthday." The message is complete and E takes the trick. The player to the right of the dealer starts the second message and so on around the table.

LIS'NIN IN CARDS

The four Lis'nin In cards, marked either General, Government or International can be played at any time in regular turn, except to start a message, regardless of the call station named by the first player in the trick. When playing a Lis'nin In card, the player instead of naming a station merely says "Lis'nin In" and places his card face downwards on the table, adding his word to the message. A Lis'nin In card takes any trick except one which contains an S.O.S. card. If two or more Lis'nin In cards are played in the same trick, the Government Lis'nin In Card takes either

general Lis'nin In card and the International takes any of the other three. If the two general Lis'nin In cards are played in the same trick, the first one played takes the trick. For example:

A, the dealer, begins with station F-L France and gives the first two words of the message "France making."

B has no International call station but he has a Lis'nin In card which he plays and adds the word "elaborate."

C gives station O-H-W Austria and adds "preparations."

D has no International call station but he, too, has a Lis'nin In card which he plays and adds the word "for."

E plays, using as his call station