

Map

The Popular Home Games
TACTICS and MILITAC

also
DO-BOY and BANG

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952,939 and 1,043,383

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SALEM, MASS., and FLATIRON BUILDING, NEW YORK

INTRODUCTION

BE SURE AND READ

THESE cards, forty-nine in number, consist of four groups of twelve cards each—numbered from one to twelve—and one President card. Each group represents one branch of the ARMY—INFANTRY—Blue; CAVALRY—Yellow; ARTILLERY—Red; ENGINEERS—Green (used in place of white and red piping). Cards No. 1 represent Private; 2 Corporal; 3 Sergeant; 4 2d Lieutenant; 5 1st Lieutenant; 6 Captain; 7 Major; 8 Lieutenant-Colonel; 9 Colonel; 10 Brig.-General; 11 Major-General; 12 Lieutenant-General; President Card, *Commander-in-Chief of Army*. Each card has its value, in accordance to the person it represents in the Army. These cards will afford a great amount of pleasure and enjoyment for all ages.

TACTICS A game for youth and adults. Can learn in ten minutes. Full of surprises. Everybody likes it. Game for four.

MILITAC is a game for adults. Easy to learn and play, yet taking keen thoughtfulness to win against brilliant opponents. Game for four.

DO-BOY For children and young people. *Lots of fun.* Easy to learn. Any number can play.

BANG FOR CHILDREN.



TACTICS

A GREAT NEW MILITARY GAME

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IN playing TACTICS, all the cards are used including the four "Ordnance" cards.

As Tactics is intended to be an educational game, and familiarize the players with the branches and the ranks of the military service, players are supposed to designate the groups by name. However, any person able to recognize Red, Yellow, Green and Blue, as colors, and distinguish numerals, from one to twelve, can play Tactics without particular effort. Tactics is a simple as well as an interesting game.

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RULES FOR PLAYING TACTICS

Tactics is played by four persons, those seated opposite each other being partners.

Shuffle cards well and spread face down on table, each player drawing one. The person having the highest card is the first dealer. The deal passes to the left after each skirmish (hand).

Deal four cards at a time to each player, three times around, placing four cards face down in the center of the table after the first time around. When deal is completed, each person should have twelve cards, and there should be four in the center of the table. The latter are called the "Reinforcements."

Bidding now starts. Beginning at the left of the dealer each player, in turn, may "bid" or "pass." The dealer always has the last "bid." To "bid" is to name aloud one "company" as the commanding force or "commanders," and specify the number of "squads" you will take with that company as "commanders," or, if you hold high cards of several "companies" you may "bid" to take a certain number of "squads" with "combined forces." That is, no one "company" will be "commanders."

Bidding should start at 60, indicating that bidder with the assistance of his partner contracts to make a score on the hand dealt equal or in excess of the number of points bid.

Bids may be increased, but by not less than five points each time. One Hundred and Ten Points is the highest possible bid, indicating that bidder expects to take 12 "squads" valued at 5 points each and capture all of the four "ordnance" cards valued at 5, 10, 15 and 20 points, as indicated on these cards. Bidding closes **ONLY** when three players bidding in order fail to bid higher than the last bid. The highest bidder is entitled

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to pick up the "reinforcements" as well as entitled to lead first. He must, however, discard four cards prior to leading.

The object of the game is to capture as many "squads" as possible and to capture or protect the "ordnance" cards.

Player capturing a "squad" leads next, and retains right to lead as long as successful in capturing "squads." The cards rank upwards in playing value from Private No. 1 to Lieutenant-General No. 12. Each "squad" captured counts five points, and the four "Ordnance" cards count as indicated by the figures thereon for the side capturing them. Possible score by reason of "squads" captured is Sixty Points. Possible score by reason of the capturing of the "Ordnance" cards is Fifty Points. Total possible score on one hand played is One Hundred and Ten Points.

The score is simple. Points made are added. Points lost are subtracted. Score starts over at zero with the beginning of each Engagement. An Engagement is One Hundred and Fifty Points. Two Engagements out of three or two successive Engagements won constitute a Campaign.

PLAYING RULES

Players must follow suit to lead when it is possible to do so. When player cannot follow suit, then, and then only, can a card of the commanding force be played, an "Ordnance" Card played or card of another "company" discarded. Each player must play to every lead.

The four "Ordnance" Cards have no value in so far as the capturing of a "squad" is concerned, UNLESS all four should happen to fall together, in which event,

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by general consent, it has been decided that the "Tank" captures that "squad." This play seldom occurs.

An "Ordnance" Card may be led, and it is frequently an advantage to lead them. When such a lead is made and a card of the commanding force has been named, the highest card of the commanding force played on the "squad" wins; but the "Ordnance" Card when led does not force a player to follow suit with a card of the commanding force. If the hand is being played with "combined forces," and the "Ordnance" Card lead is made, then the highest ranking card, regardless of suit, captures the "squad." In event two cards of equal rank fall on such "squad," the Engineer Corps takes precedence over the Artillery, Artillery over Cavalry and Cavalry over Infantry.

Under no circumstances may a successful bidder discard the "Ordnance" Card before making his first lead, or in other words, discard them, or any of them, when discarding the four "Reinforcement Cards."

As a guide to bidding, it may be safely stated that holding the "Ordnance" Cards tends to weaken hand for offensive play.

Ninety points, as a rule, is a very strong bid.



THE FAMOUS NEW GAME

MILITAC

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TO PLAY: Discard the four Ordnance "Picture" Cards.

Militac is played by four persons, those seated opposite being partners.

Shuffle cards well and spread face down on table, each player drawing one. The person having the highest number is the first "dealer." Deal the cards one at a time till all are out—thus giving each player twelve cards, leaving one card face down on the table, which is called the "Aide."

Then beginning at the left of the dealer each player in turn may "bid" or "pass." The "dealer" always has the last "bid."

To "bid" is to name aloud one "company" as the commanding force, or "commanders" also specifying the number of "squads" he will take with that "company" as "commanders." Or if he holds high cards of several "companies" he may "bid" to take a certain number of "squads" with "combined forces," that is, no one "company" will be "commanders."

No one can "bid" for fewer than six "squads." If he thinks he cannot take at least six "squads" he does not bid at all, but "passes." Thus, the bidding might be as follows: "I bid six on Infantry." "I pass." "I bid six on Engineers." "I bid seven on combined forces."

A bid of six on "Engineers" is higher than six on "Infantry." Bids for the same number of "squads" rank in the order given later showing the value of

"squads" taken by each "commander." Thus a bid on "Cavalry" is higher than one on "Infantry" for the same number of "squads" but less than one on "Artillery." The player who bids the highest picks up the "Aide," discarding another card in its place.

The player who bids the highest has first lead, and plays any card he pleases.

Each player in turn must "follow lead," that is, play a card from the same "company" as the one played by the leader, the highest card played taking the "squad."

The player taking the "squad" then becomes the leader. If a player is out of cards in the "company" that is led, he may take the "squad" by "commanding" it, that is, playing a card on it from the "commanding company." It is not necessary for him to do this, however, unless he wishes.

If his partner has already taken the "squad" or, if for any reason it would be unwise for him to "command" it, he may discard a card from any other "company."

If the highest bidder and his partner succeed in taking as many "squads" as he "bid" they may score as follows:

No. Squads Bid	6	7	8	9	10	11	12
INFANTRY	5	10	15	20	25	30	50
CAVALRY	6	12	18	24	30	35	50
ARTILLERY	7	14	21	28	35	40	50
ENGINEERS	8	16	24	32	40	45	50

They also receive one additional point for each "squad" they take above the number they bid. Their opponents score one point for each "squad" they take.

Should the bidders fail to take as many "squads" as they bid, the other side—their opponents—may score the amount bid, but receive no credit for "squads" captured.

DO-BOY

(A familiar name for Infantrymen)

To be played with Militac-Tactics cards, by three, four, five or six persons. Especially interesting for children too young to enjoy Militac or Tactics.

TO PLAY: Shuffle cards well and place face down on table. Each player draw a card. The one having the highest is the dealer. Deal the cards around one at a time. If any cards are left, after all have the same number, lay face down on center of table. They are the "Nest."

The object of the game is to keep from taking Infantry cards or the President. Hence the low cards are the valuable ones in this game. Before beginning to play each player may discard his three worst cards (face down) to his left hand neighbor, receiving in turn the discard from his right. The discard must be made before those discarded to you are picked up. The player to the left of the dealer has the first lead. Each player in turn must follow "lead" (play card from the same company as one lead) if possible. If it is impossible to follow lead he may play any other card. Here is the opportunity to give Infantry cards (Blue) or the "President" to the other players, as they count against the one who takes them.

The player playing the highest card of the company lead takes the "squad" and becomes the next leader. Whoever captures the first "squad" also captures the "nest." The "President" never takes a "squad" unless he should be led—which would never happen unless he should be the last card held by the leader. When all the cards have been played out count the "Infantry"

(Blue) taken by each player. Score one for each Infantry card and five for the President card. When the score of one player has reached fifty, the player then having the fewest points wins the game.

BANG

To be played by two, three, four or more persons. Take out the President card and four Ordnance cards.

SHUFFLE cards and deal one at a time until all are out. Hold cards all together in one hand, backs up. Beginning with the dealer each player in turn places the top card from his hand face up onto the table in front of him, not knowing what the card is until placed on the table. So continue until two of the cards laid down match each other in rank, that is, having the same number. The player then first calling "BANG" may pick up the two piles having the matching cards on top, placing them under the pack in his hand, and continue the play as before. If two players call "BANG" at the same time, it is called a tie and the match is ignored, and the play is continued as before.

When the cards in a player's hand have all been played onto the pile in front of him, he takes the pile up into his hand again, and plays them over as before. When a player's cards are exhausted he is out of the game and the other players continue. When one player succeeds in getting all the cards in his hand he is the winner.