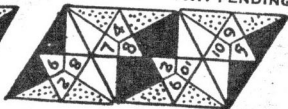


RULES FOR THE GAME OF
MATCHET

TRADE MARK

PAT. PENDING



MANUFACTURED BY
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RULES FOR THE GAME OF MATCHET

The game of MATCHET is played with 36 geometrical pieces in the form of Triangles, and may be played by two or more players, up to seven. These pieces are tri-colored with a number marked on each color—numbers run from 1 to 10. The object of the game is to match the color and number also matching color and numbers that add to multiples of 5—as more fully described below. The player disposing of all his Triangles first is the winner.

MAKING READY TO PLAY

The entire contents of the box (36 Triangles) is laid face downward on the table, each player taking five. These are placed in front of the player face upward.

SYSTEM OF PLAYING

The player holding Triangle with the highest total (sum of the three numbers) begins the play by putting it in the center of the table. The players to the left follow in succession playing one Triangle only, and joining it, to the last Triangle played. Each player must play if possible—if unable to play, he must draw

a Triangle from those remaining on the table, and continue to draw until he is able to play; but must not draw more than the amount which will give him five Triangles on the table in front of him. Should he then not be able to play, he must pass and the play goes to the player at the left, until his next turn. Thus the play continues until all the Triangles in the reserve pile are exhausted, and all the players are compelled to pass, or if one of the players is able to dispose of all his Triangles. In that event, the round ends.

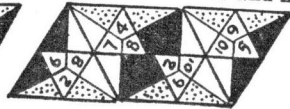
Player must play to the last Triangle played, in either of two ways—by a **MATCHING PLAY** or a

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MULTIPLE COUNT PLAY. The one exception being in the case of an **EXCEPTIONAL PLAY** as explained in detail later on.

MATCHING PLAY

This requires that same color and number be matched

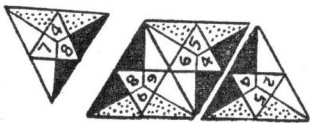


to either open side of the last Triangle played. (See Illustration.)

MULTIPLE COUNT PLAY

This requires that same color be matched as described above, but numbers thus brought together

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must make a total of either 5, 10, 15 or 20, thus joining numbers that add to a multiple of 5. (See Illustration.)

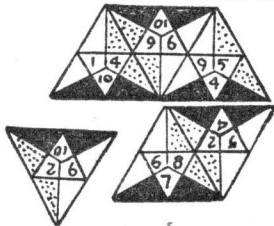
SCORING

Matching Play enables a player to get rid of his Triangles but does not score any points. Multiple Count Play; besides getting rid of his Triangles, a player is also credited with the amount represented by the numbers joined in multiples of five when added together.

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EXCEPTIONAL PLAY

When an opening presents itself, where a Triangle may be played so that two or more sides will match in colors and numbers, or colors and numbers in multiples of five, the player may play to this opening and disregard the rule of playing to the last Triangle played—thereby scoring all the multiples of five that his Triangle touches, whether it be on two or three sides. (See Illustration.)



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After an "Exceptional Play" is made, the next player must play to the Exceptional Triangle (as this is the last one played) unless this Triangle is closed in on all sides, in which case the round ends as there will be no open side of the Triangle on which to play. The play can only continue if another "Exceptional Play" presents itself.

THE COUNT

A Matching Play scores nothing but enables the player to dispose of a Triangle.

Multiple Count Play scores the total of the two numbers joined in multiples of five (5-10-15-20) and also enables the player to dispose of a Triangle.

A score keeper should be appointed who will record all Multiple Count scores as made and who will also deduct 5 points for each Triangle remaining in the losing players possession when round is ended.

A game is completed after three, four or five rounds have been played (but three are suggested). Should the round end without a winner, no score is deducted from any player. The player having the highest score is the WINNER.

MATCHET SOLITAIRE

The 36 Triangles are placed on the table face downward. Shuffle them as in the other game. Pick one Triangle and place it face upward in front of you

Then draw another Triangle, and if this Triangle will make a Matching Play or a Multiple Count Play, you may join it to the first Triangle as in the regular game. If the second Triangle cannot be played, put it aside face upward, commencing a reserve stack, at the same time drawing a third Triangle from the center of the table. If this third Triangle can be played either as a Matching or Multiple Count Play with the first Triangle, make the play. Otherwise, place it on top of the other Triangles on the reserve stack face upward.

Thereafter, you will have a double chance to draw, and since it is essential to dispose of the entire reserve stack in order to make Solitaire, you must be sure to

use the Triangle on top of the reserve pile, if possible, before drawing a Triangle from the center of the table, which are face downward. Remember that Exceptional Plays are allowed in Solitaire as they are in the regular game.

Continue the play until you have succeeded in playing all the Triangles, or until you are blocked.

ANOTHER SOLITAIRE

Another Solitaire game consists of the 36 Triangles after shuffled, being divided into six stacks of six each, face upwards. Start the play by taking a Triangle from any one of the stacks and place it on the table

in front of you. Follow this by taking a second Triangle from the top of any of the stacks, that will form a Matching or Multiple Count Play. If there are more than one choice, take the Triangle from the stack having most Triangles left. Exceptional Plays are permitted as in the other game.

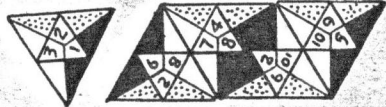
Continue this method of play until you have accomplished Solitaire by using all the Triangles or until a Matching or Multiple Count Play can not be made with any one of the Triangles on top of any of the stacks, in which event you are blocked.

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