

READ & WHITE GAME CO.,  
SOLE MANUFACTURERS  
BLOOMINGTON, ILLINOIS.

**GAME.** The game is for 15 or more points as may be determined before beginning. Each set taken counts *one* point to the player winning it and Nix (Double-Blank) counts *three* to the player having it left in his hand at the close of the round.

The playing continues as above till all the cards in hand are played, except that when a player has no cards in hand he is out of the game for this round, therefore, would not draw from *one* who has cards in hand.

The player completing the first (lowest) set would begin the next higher set if he has the lowest number of the set to be played, but if not, draws from the one to his *right*, and the player to his *left* plays if possible, and so on till the lowest number of the set as above is played.

Each player, as his turn comes, plays in like manner towards building up the set then on the table.

Whenever he cannot play, he draws a card from the player to his *right*, and if the card wanted is drawn, continues playing and draws as often as he can play the card drawn. If at any time the player can play a card or cards from his hand after playing a card drawn, he would do so and draws from the right whenever he cannot play from his hand.

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PLAYED WITH TRIX CARDS.

**NIX**

RULES FOR PLAYING THE GAME OF

## Rules for Playing the Game of

# Trix

### THE PEER OF CARD GAMES.

(Copyrighted 1903 by Jas. W. Tavenner.)

**T**HIS very popular and interesting game is played with a pack of 136 cards named as follows: Double-Blank, One-Blank, Double-One, up to and including the Double-Fifteen.

**PLAYERS**—For two or more players.

**SET**—A set in each round consists of as many cards as there are players.

**LIKE SUMS**—When there are two or more cards in a set with the same sum, the player who plays the first one of them takes the set, except in the case of a double—the double takes the set.

**TRIX CARDS**—The cards whose sum, of the two numbers, is 5, 10, 15, 20, 25, and 30, are called Trix cards and are the only cards which count in scoring.

**PRIZE CARDS**—The doubles are known as Prize Cards; the doubles 5, 10, and 15 are Prize Trix Cards.

**EXPLANATORY**—As a rule it is wise to play a card with the smallest sum, holding in reserve the cards with the largest sums for further rounds so as to take any set in which may be Trix cards, also so as to get the last play in the next round by having your opponent to the left lead. Separate your Trix cards from the sets when taken up for convenience in counting.

The player taking a set leads in the *new round*. The rounds continue till all the cards are drawn from the Reserve and all the cards in hand are played. If three, five or seven persons play, there will be *one* card left in hand or in the Reserve, after the last set is taken. This card belongs to the player taking the last set.

### HOW TO PLAY.

**DEALING**—Shuffle the cards thoroughly. The dealer commences with the player to his left and deals *four* cards in rounds of *one* at a time *face down*, and then places the remainder *face down* upon the table, (or for convenience may separate them into as many equal packs as players in rounds of *one* at a time as their Reserve Cards) to draw from on playing.

To determine who shall deal first each player draws a card, and the one having the card with the smallest sum, deals first.

**PLAYING**—The player to the left of the dealer begins the game by playing, *face up*, any card he may choose from his hand, and then draws a card from the Reserve, always keeping *four* cards in hand till all are drawn from the Reserve. The next player plays to this card any card the sum of whose numbers is greater than the sum of the numbers on the first card *if he wishes to take the set*, and draws a card from the Reserve. Each player plays in like manner for each round if there are more than two players. To illustrate: Suppose the first player plays the Three-Two; the second player desiring to take the set, since the Three-Two is a Trix card, plays the Six-Two, whose sum is eight, the third player, being a partner of the first, hoping to save the Trix and also to add to it ten more, plays the Trix card Seven-Three, whose sum is ten. The fourth player, being a partner of the second, wishing to take the Trix

cards Three-Two and Seven-Three and also to add to them fifteen, plays the Trix card Ten-Five whose sum is fifteen, or he can take the set with a Six-Five or with any card whose sum is greater than ten.

The *doubles* are known as Prize Cards and will take a set over any others even though the sum of the Prize Card may be less than that of the highest card in a set. The doubles 15, 10, and 5, are known as *Prize Trix Cards* and are the highest in value as to taking sets. Next in value are the doubles 14, 13, and so on down to and including double 0.

The cards are again shuffled and the playing continues as before till the game is won.

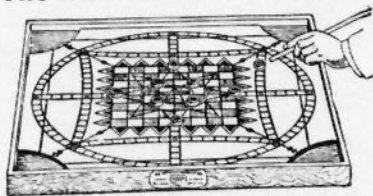
**COUNTING**—The object of the game is to score the most points by taking and saving as many Trix cards as possible. There are 420 points in the pack. The difference in points is scored in favor of the side having the most points. To illustrate: Suppose one side has 240 and the other side 180 points, the difference is 60 points scored on the game in favor of the side with 240 points. If three play, the first player having 100 points, the second 150 points and the third 170 points, the difference between the 150 points and 170 points, or 20 points, is scored in favor of the third player.

The game is for 100 or more points as may be determined upon before beginning.

If a *progressive* game is being played, the difference scores only one point, and the game is for three out of five points.

If desired, all the cards below the tens, except the Trix and Prize Cards may be laid aside, thus shortening the rounds for progressive games.

If You Have Enjoyed *Trix* You Will Enjoy  
The National Combination Game Board



WITH  
73  
GAMES

Manufactured by Read & White Game Co., Bloomington, Ill. The Red, White and Blue Game Board is as popular as the colors. The finest in the world. ALL DESIGNS ARE FINE IMITATIONS OF MARQUETRY. 64 American Flags with description in Book of Rules.

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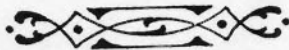
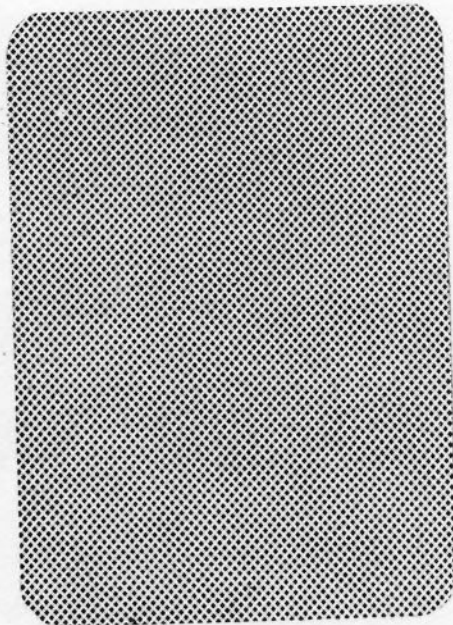
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Popular Red, White and Blue Board. Same styles and prices as Flagette.

**READ & WHITE GAME CO.** SOLE MANUFACTURERS  
BLOOMINGTON, ILLINOIS, U. S. A.



(OVER) READ & WHITE GAME CO., Sole Manufacturers, Bloomington, Illinois, U. S. A.

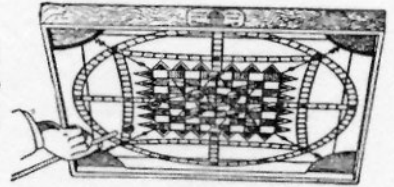
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Including Peerless (Billiards) and Poolette (Pool)

# THE BEST CUE GAME BOARD OVER 20 STRONG CUE GAMES

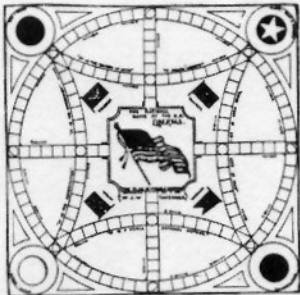
Manufactured by the Read & White Game Co., Bloomington, Illinois.  
The Red, White and Blue Game Board is as popular as the  
FINE IMITATIONS OF MARQUESTRY. All designs are  
of American flags with description in Book of Rules.



## THE NATIONAL COMBINATION GAME BOARD WITH 73 GAMES

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## TWO GAMES ON ONE BOARD



These games are very interesting for both young and old and also are quite instructive. What the colors represent and what the flag means are given in the beautiful Red, White and Blue design. The legal size, the description of the flags for the infantry, cavalry, artillery, engineers' corps and hospital service and much other valuable information about our flags are given with the directions for playing.

Size of Board 19x19 inches. Best edition, Leatheret bound, 16 fine counters, 4 dice cups, 8 dice; all in box complete, with directions. Retail price 75 cents.

Popular edition, Paper bound, 16 fine counters, 2 dice cups, 4 dice; all in box complete, with directions. Retail price 50 cents.

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**READ & WHITE GAME CO., SOLE MANUFACTURERS**  
**BLOOMINGTON, ILL., U. S. A.**

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# FLAGETTE <sup>A</sup><sub>N</sub><sup>D</sup> FLAGLET

## TWO GAMES ON ONE BOARD



While these games are second to none in playing qualities, they are strongly instructive for the reason that the games are made up from 65 American Flags in a beautiful design. No study is required to do this as the knowledge of our flags is gained through observation, also that the history and description of the flags, the legal size, a description of the flags for the infantry, cavalry, artillery, engineers' corps and the hospital service and much other valuable information are given with the directions for playing.

These are very interesting and very popular children's games as well as interesting for the parents and all who desire modern, wholesome games.

Size of Board, 19x19 inches. Best edition, Leatheret bound, 16 fine counters, 4 dice cups, 8 dice; all in box complete, with directions. Retail price 75 cents.

Popular edition, Paper bound, 16 fine counters, 2 dice cups, 4 dice; all in box complete, with directions. Retail price 50 cents.

Forwarded prepaid on receipt of price.

**READ & WHITE GAME CO.,** SOLE MANUFACTURERS  
BLOOMINGTON, ILLINOIS, U.S.A.

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NATIONAL GAME BOARD



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The best shooting surface. Both sides with an oiled surface finished in shellac.

All designs put on in imitation of Marquetry. The edges are cut down to make the raised or Crokinole part so there is no glued surface to come off or warp.

Has beautiful corner ditch-pockets which are cut down leaving  $\frac{1}{4}$  of an inch of wood in bottom, therefore, cannot pull out and will hold more rings than any other pocket. Also has 32 beautiful rings, 16 fine counters, 2 indicators, pair of hard wood, polished cues and book of rules.

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