

The Games of "Safety First"

This game was invented by a railroad man who has a family of children. Not only did the "Safety First" drive upon the part of the railroad have its influence on the mind of the inventor, but the hazards of daily life, and especially the fatal accidents to children turned his thoughts in the direction of safety first education. As he progressed in the building up of ideas for public SAFETY he became imbued with the possibilities of teaching the great principles of safety with a game that would interest old and young alike, and inculcate in the minds of the players the fundamental principles of the safety first movement. Though designed primarily as a children's game, it will be found most interesting and entertaining to the older and more mature minds, and as skill increases with the playing, it will be discovered that it is a game of most unusual allurements for all, though its first conception was that of education only.

Facts to Remember When Playing Games With the Safety Cards

The pictures and messages or rhymes have nothing whatever to do with the playing of the games. They are only an added educational feature, to be indelibly stamped upon the memory. Cards of counting value are those of odd numbers. Cards of even number count nothing. In the games where trumps are used, watch out for the NUMBER ONE CARDS, there are FOUR of them, and they count 25 each, and are known as master cards. All other odd numbers above ONE count 10 each. All cards have same number top and bottom; this is for convenience only in games where trumps are used. Count only one number on each card.

Here are Three Ways or Games of Playing with the Safety Cards

1st.

"PER-CENTAGE"

Threes, Four, or Six, play this game. Single or partner;

2nd.

"HAP-HAZARD"

A good game for Two, Three or Four. Single or partners

3rd.

"GAME OF COMMANDMENTS"

Played by books. Two, three, or four players

"PER-CENTAGE"

A Fine Game for 3, 4, 5, or 6 Players. Played Single or Partners.

PER-CENTAGE is a high score game, accomplished by bidding. Bids of less than 80 will not be accepted. With four players (Single or Partners) it is possible to secure a count of 420 in one deal of the cards. The cards consist of 48 divided into 4 groups, numbered from 1, to 12, supplemented by letters of the alphabet as follows, A, B, C, and D. These numbers and letters appear at the top of the cards over the educational pictures shown. First shuffle the cards thoroughly. Then each player selects a card from the top of the pack, one with the highest number deals, one to each player until all have been distributed. Players it is assumed have by this time sorted the cards in their hands, meaning by that put all of the A CARDS TOGETHER. LIKEWISE B, C, AND D, so that you can tell at a glance how many you have of each kind, and also how high the numbers run. Start with the dealer on the bidding and go to the left, all players having one chance to bid, and the high bid makes the trump, which may be either of the four letters A, B, C, or D. How to bid. Suppose you had 8 of the high numbers in group A. TO BE EXACT FROM 5-A to 12-A. You are almost sure of catch-

ing 8 tricks; a trick may count from nothing to 55, so we might say that you are entitled to bid 150, (if you are playing partners it might be well with this kind of a hand to bid 200.) There are FOUR number ONE cards in this game and they are known as MASTER cards; they count 25 each, and if you hold all four of them in your hand before play begins you may declare them and count yourself 100. This also makes quite a difference in the bidding. Also if you hold all 12 cards in any one of the four groups you may count yourself 120 before play begins. Cards of even number count nothing. Cards of ODD number above ONE count 10 each. The count in cards after they have been played totals 300. So you can see that any time you catch all tricks your PER-CENTAGE for the hand is 300. Bidder leads any card he chooses after announcing the trump, next player on left follows suit or trumps, and so on around until all players have played upon the trick; the highest card in suit led retains the trick unless it is trumped, then it belongs to the player putting on the highest trump. When a player takes a trick it is then his turn to lead. Player not having a card of suit led, and no trumps but a master card, must play it in the place of trumps; if no other master card is played it takes the trick. The last master card played takes any trick. Play then continues until all of the cards have been played, then the count is as follows: All ODD number cards above number ONE count 10 each. Cards of even number count nothing. All number ONE, or master cards, count 25. Score-keeper sets down the count of each player or partners, calling attention to the count of the bidder whether he has secured his bid, or was "set." Then the cards are shuffled and the deal starts with the player on the left of the previous dealer. Play continues until all players have dealt; then the score is totaled and winner announced. High score wins.

"HAP-HAZARD"

Two, Three, or Four May Play—Single or Partners.

Object of the Game—To not play any counters cards on dealer's tricks; give them to the other players as much as possible.

The dealer is chosen as in the first game. In this game one card is dealt to each player until each has 6 cards. The dealer then announces the trump, A, B, C, or D. In this game no one is allowed to announce the trump but the dealer and they have a standing bid of 50 which they must make, or be penalized 50. They may bid higher than the standing bid, and if they make it they may double the count. It is the other players' business to see that the dealer never makes his bid. If they raise their own bid and fail they go set twice the amount of the bid. In this game master cards play the same part as in PER-CENTAGE. Play now begins; dealer leads the first card and other players follow suit or trump. If trick is not trumped, the highest card of suit led retains the trick. Play continues until the 6 cards held by each player have been played, then the dealer distributes the remaining cards, an equal number to each player, assuming that there are four players. If there are three players, deal will have to be divided three times; and if two players the deal will have to be divided four times. This is to keep from having too many cards in your hand at one time. Trump made at the beginning of deal remains the same until all cards have been played. Each dealer counts his score and wins or loses according to his bid. The deal then goes to the left each time until each player has had a deal; then the score is totaled and winner announced. High score wins. All odd cards above one count ten each; number ONE card counts 25 and is known as a Master Card. The standing bid may be raised or lowered, optional with the players before the play begins.

GAME OF COMMANDMENTS

Played by Books.

Two, Three, or Four Players

Mix the cards thoroughly and set them on the table. Players then start drawing one card from the top of the pack; first one drawing C-number card wins the right to deal. Be sure that the cards are well-mixed, then deal each player three cards; set the pack where all may reach it. There are 12 cards with a big A on them, likewise B, C, and D. All players look at their three cards and decide which one of the above letters they are going to draw to. For example, (Drawing to any group where you have two or possibly three of the same letters, then certainly you would accept that letter and expect to draw for the remaining one in the group) each player will choose from the first three cards dealt them the letter they expect to draw to, then discard the rest to the center of the table, and these will be known as the discard pile. When a player secures three cards of the same letter he must lay them face down on the table in front of him. Now the play begins. Start with the dealer who draws a card from the discards or the original pack. If he gets what letter he wants he draws again until he misses; then the next player on the left does the same; and so on around until some player secures his fourth group of 3 cards each, it being understood that all players as soon as they get three cards of same letter will be allowed to lay them down in front of them. These groups of three cards count 5 each, and is also a warning to the other players just how near you are to winning. (See Figure 1) four of these groups make a book and count you 20. However, if you turn them over and lay them down in rotation as shown in fig. 2, and read the message the 12 cards make to the other players you may count yourself an additional 20, making your hand count yourself 40. The score-keeper puts down the count and the cards are all mixed up and the play starts all over again; deal goes to the left each time until it gets back where it started, then the score is totaled and winner announced; high score wins. After all books have been played out at the top of the cards play continues with those on the bottom in the same manner as have been used with those at the top of the cards. These books are lettered as follows, H, W, K, and E.



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Price sixty-five cents at your dealer or by mail.

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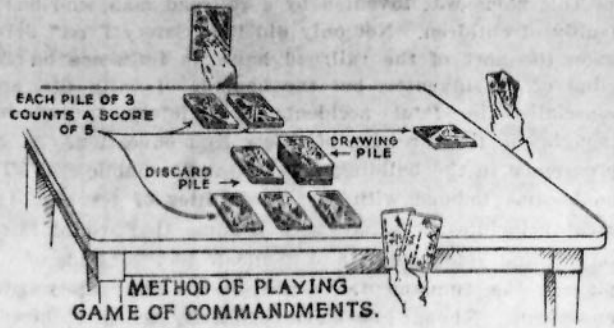
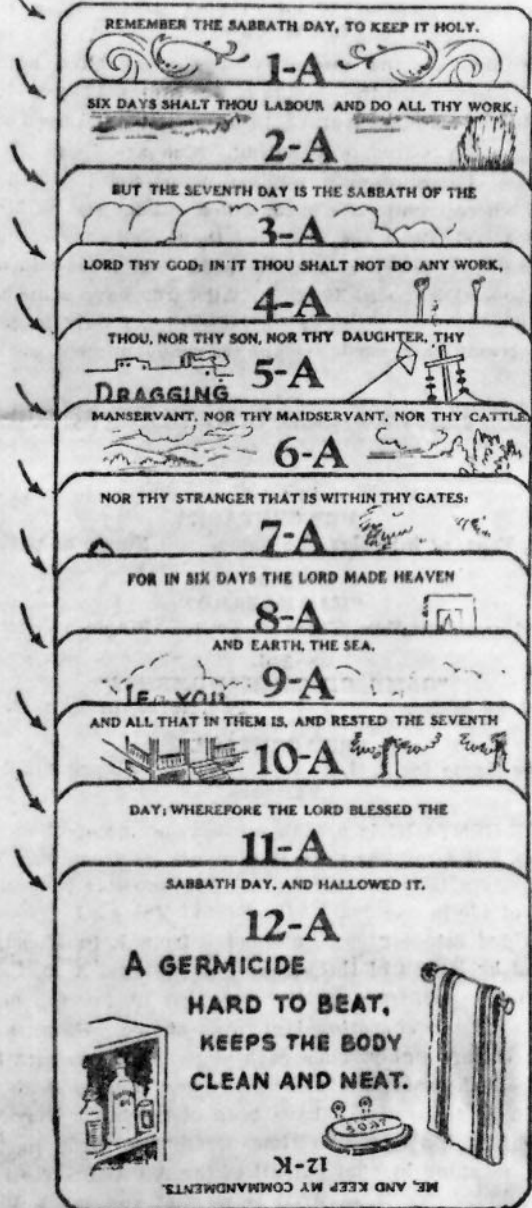


Figure 1

READ FROM TOP DOWN



IN PLAYING BOOKS ON BOTTOM, TURN THEM UPSIDE DOWN AND LAY SAME WAY AS ABOVE.

Figure 2