

# Blank-Out

TRADE MARK PATENT PENDING

VOLUME SPRAYER MFG. CO., INC. TULSA, OKLAHOMA

"Blank-Out" is fast and exciting for both young and old. It is an excellent two-handed game or may be played by any number of persons by each having a tray of blocks. The object of the game is to turn your blocks until at least four of them have the same number appearing along the row of sides facing you. The first player to do this calls "Blank-Out" and receives a score determined by the size of the numbers he lines up.

## TO START THE GAME

Each player receives a tray of five blocks. He rolls the blocks to the center of the table together with the blocks of all other players. After mixing them thoroughly each player picks up five, places them in his tray and passes it along to the player on his left.

## MOVES

Any player may be chosen to move first, that is on the first hand of a new game. On all following hands the player who just won the preceding hand moves first. After receiving his tray of blocks, each player must place the tray in front of himself with its name plate facing him. He must then rotate his blocks in the tray until the blank sides are all on top. (Important: Always turn or rotate blocks toward you.) The tray may be placed so that each player can see all three exposed sides of his blocks. The first player moves his center block three spaces. (Always turn block toward you.) That will turn a number up on top of the block. That number determines the number of spaces the next player to the left must turn his center block. The number turned up on this play determines the number of spaces for the next player and so on around the table. When a blank is turned up it calls for a turn of three spaces. Each player must turn his center block on his first move in each hand. After that he may turn any of his blocks he chooses.

## WINNER OF THE HAND

The first player to align his blocks so that at least four of them have the same number appearing along the row of sides facing him (not the top row) calls "Blank-Out" and receives a score as follows:

Four 1's scores	5 Points	Four 4's scores	20 Points
Four 2's scores	10 Points	Four 5's scores	25 Points
Four 3's scores	15 Points	Four Blanks scores	50 Points

If the player wishes to play for higher score after getting four alike he may continue to move without calling "Blank-Out" in an effort to align 5 alike. If he can do this and is the first one to call out "Blank-Out" the score he will receive will be double of that where only 4 alike are played.

Five 1's scores	10 Points	Five 4's scores	40 Points
Five 2's scores	20 Points	Five 5's scores	50 Points
Five 3's scores	30 Points	Five Blanks scores	100 Points

A game consists of 110 Points. Always rotate blocks toward you. Each player must make at least one move before calling a Blank-Out. A move is a move. No turning back.

## THE GAME OF "TURN-A-BOU"

The game of "Turn-A-Bout" is played by two persons, using only one tray of "Blank-Out" blocks. The tray should be placed between the two players. One player on his turn of play rotates the blocks in one direction, the other player rotates them the opposite direction, each trying to be the first to line up four numbers alike in his row. The same rules governing the game of "Blank-Out" apply to "Turn-A-Bout" with only one exception. (That is, do not turn the block just turned by your opponent on his last move). In case each line up four alike on the same move the one making the highest count gets credit for the score on that hand.

## THE GAME OF "BLANK-JACK"

"Blank-Jack" is best played with tokens or counters, thereby eliminating a scorekeeper. The counters are divided equally between the players before the game starts. One player is chosen as the dealer and starts the moving in the same manner as is done in "Blank-Out". The only difference between "Blank-Out" and "Blank-Jack" is that every player around the table turns his blocks the number of times indicated by the number turned up on the dealer's play. For example, after the dealer has turned his center block three spaces, and a number 2 is turned up on his play, all other players in their regular turn of play turn their center block two spaces, after which the dealer turns any of his blocks he chooses two spaces. The number turned up on the dealer's last play determines the number of spaces that all other players turn any of their blocks that they choose. The first player to make a line up of four alike and calls "Blank-Out" receives counters from the dealer equal to the amount of score he has made. The hand continues with that player out. Any other player making a "Blank-Out" or line-up of 4 alike receives counters from the dealer in the same manner. If the dealer makes a line-up of 4 alike each other player left in the hand gives to the dealer counters equal to the score he has just made. When 5 alike are lined-up the pay-off is double to that of 4 alike. The first player making 5 alike also wins the deal and keeps the deal until won from him by some other player or perhaps bargained for in some other manner.

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