



THE GAME OF
BUTTON-BUTTON

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BUTTON-BUTTON

WHO HAS THE BUTTON?

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TRY IT AROUND THE FAMILY TABLE.

Few games upon the market to-day furnish the good interest for all ages, and play as well, as Button-Button. It may, therefore, rightly be termed a family game. One needs to play but a single game to discover the absolute truth of this statement.

Respectfully,

**American Play Games Company,
Oradell, New Jersey.**

**Owners of the Popular Games,
PARLOR BASEBALL AND "HEARTS"
The Society Game.**

play, he passes to the next player, and so on until the letter "B" is reached. After the opening play, and for each inning thereafter throughout the entire game, the first play is made by the player at the left of the one who in the preceding inning played first, provided however, he holds the letter "B"; should he not hold the letter "B," he passes as before.

RULE No. 4. GENERAL PLAY.

The player holding the letter "B," places it in the center of table—face up—and plays as long as he holds the necessary connecting letters to spell the words, together with punctuations. Should a player at any time find that he is blocked by not holding the necessary letter to continue his play, he then draws one block from the player at his left, and if this draw gives him the desired letter, he places it in its proper place upon the table and resumes play from his own hand. The drawing of blocks by one player from another, or the playing from ones own hand after a draw, may be repeated as often as occasion requires, or until the player is blocked by drawing a block which he cannot play, in which case, he places the drawn block with his own and passes.

Blanks are drawn, but not played, and are held by players with other blocks until the inning is closed.

RULE No. 5. NEVER OUT OF THE GAME.

A player is never considered out of the game until the inning is closed. Should he, therefore, as his first play (after a deal), or at any other period during the game, find himself without blocks with which to play, he draws upon the player at his left, and in general continues his play as per Rule No. 4.

Rules governing the game of BUTTON-BUTTON.

OBJECT OF THE GAME.

The object of this game is to spell each word with these blocks, making separate lines of each word, punctuating and otherwise arranging the blocks as per face of cover. Button-Button may be played by two people. Will, however, prove a more interesting game if played by three or more players.

RULE No. 1. DIVISION OF BLOCKS.

The blocks for the game of Button-Button, should at all times be divided equally, giving to each player the same quantity number, and using as many of the blanks as is possible to make use of at each game.

RULE No. 2. HOW TO START THE GAME.

Place all blocks, face side down, in the center of table, and mix well; each player then draws to himself the necessary number, and arranges them in an upright position so that other players may not see the letters when making a draw.

RULE No. 3. OPENING PLAY.

At the opening of a game, the first play may be made a matter of choice amongst the players. The player selected to start the game, however, must hold the letter B, the first letter of the first word to be spelled, namely, B-u-t-t-o-n; should he not hold the letter "B," he passes, and the player at his left plays, provided he holds the letter "B"; should he also not be in position to

When at any time it is found necessary for a player to make a draw upon the player at his left, and he finds this player without blocks, he may then draw upon the next nearest player or players at his left for whatever blocks he is entitled to.

RULE No. 6. THE COUNT.

One hundred points constitutes a game of Button-Button. The word "BUTTON," together with comma (,) makes the first line, and counts ten points for the player playing the comma. The word Button with comma, also makes the second line, and counts ten points for the player playing the comma.

The third line, making the word "WHO," counts five points for the player playing the letter O. The fourth line, making the word "HAS," counts five points for the player playing the letter "S." The fifth line, making the word "THE," counts five points for the player playing the letter "E." The sixth line, making the word "BUTTON," together with question mark (?), counts ten points for the player playing the question mark.

The Button makes the seventh line and counts 20 points for the player playing the Button.

RULE No. 7.

The playing, as also the drawing of blocks by one player from another, is continued until the Button has been played which closes the inning.

RULE No. 8. POINTER.

Hold your Button, if possible, it is worth twenty points, but smile when you lose it.