

The other 15 cards in the pack, called the Layout Cards are to be arranged on a table in the manner shown outside the box containing this pack of Roulette Cards; they can be laid down loosely or can be pasted to a board, sheet of paper or on muslin. This layout is used for the purpose of indicating the guess of the players as to what character or color will show when a wheel card is turned up. These guesses can be indicated by the players placing small objects like beans, grains of coffee or buttons, (but preferably game chips) on the layout over the characters or colors they may be guessing for.

For LARGE LAYOUT, use Wheel Cards from an extra pack, doubling up side cards.

One very amusing method of enjoying the game will be to play for points, say 500, the player guessing well enough to receive a total of 500 points first, winning the game.

The odds for the guesses are as follows:

Red or Black.....	Even
1 to 18, or 19 to 36.....	"
Odd or Even.....	"
Columns.....	2 for 1
1st 12, 2nd 12, or 3d 12....	2 " 1
Single Number.....	35 " 1
0, 00 or Eagle.....	35 " 1
2 consecutive numbers.....	17 " 1
3 " ".....	11 " 1
4 " ".....	8 " 1
5 " ".....	6 " 1
6 " ".....	5 " 1

Roulette with cards is destined to become one of the most popular amusements and Roulette parties will be the proper thing.

### Willis W. Russell Card Co.

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Roulette 2

# MUSICAL CASINO

## (THE MAJOR-MINOR GAME)

A GAME WITH UNISONS, MAJOR AND MINOR THIRDS, MAJOR AND MINOR CHORDS . . .



THE Major-Minor game invented by Carl W. Grimm, employs 52 cards, and may be played by two or more persons. The face of each card has at the top the letter name of a tone; but only natural, sharped and flatted notes are used; double-sharps or double-flats are not in the game. Below the name is shown to what major or minor chords the tone may belong.

### Dealing

The dealer deals four cards at a time to each player in rotation, and four cards, face upwards, to the table, to form what is called the "lay out." These constitute the first hand, and when this is played out, the dealer again gives four cards to each player; and so on till all are played; but there is no further "lay-out."

### Playing

Only one card at a time can be played by each player. If a card is played, and it cannot be used for "matching," "pairing" or "chording," that card must remain on the table. The main object of the player is to capture as many cards as possible, and this is done in four different ways: by "Matching," "Pairing," "Chording" and by "Sweeps." An explanation of each of these terms follows.

### Matching

This consists in taking one or more cards by means of a card of the same name. For example, an A (or a C sharp) held in the hand will take all the A's (or C sharps) that are on the table. A player can keep on matching any tone, as long as he has a card in his hand to take the trick.

### Pairing

This consists in taking one card by another card which forms with it the interval of a major or minor third. The following major and minor thirds are possible in this game:—

#### MAJOR THIRDS

c flat — e flat	b flat — d	g — b
d flat — f	c — e	a — c sharp
e flat — g	d — f sharp	b — d sharp
g flat — b flat	e — g sharp	c sharp — e sharp
a flat — c	f — a	f sharp — a sharp

They form the lower interval of a major chord or the upper interval of a minor chord.

# The Game of Roulette

## MINOR THIRDS

e flat — g flat	e — g	c sharp — e
a flat — c flat	f — a flat	d sharp — f sharp
b flat — d flat	g — b flat	f sharp — a
c — e flat	a — c	g sharp — b
d — f	b — d	a sharp — c sharp

They form the lower interval of a minor chord or the upper interval of a major chord.

All cards on the table forming a particular interval can be taken with a card belonging to it.

## Chording

This consists in the playing of a card from the hand to one on the table, so as to build subsequently a major or minor chord. For example, G is on the table, and a player has a B and a D in his hand; he may put the D on the G (at the same time saying "G major chord,") and take them both with the B when it is his next turn to play. But if another player has a B flat, he can take the two cards, by calling it a "G minor chord." Or, the first player might have put his B on the G, (at the time he said "G major chord") and thought of taking the two cards with the D, when his next turn came. But another player could have an E and take up the two cards with it; as "E minor chord." A player may build another chord, or pair or match other cards, or capture the other players' chords previous to taking his own first chord.

If G-B are on the table, a player can take them by forming a G major chord with a D from his hand, or he could take them by forming an E minor chord with an E from his hand; and thus in all similar cases.

## Sweeps

If a player can capture all the cards on the table with one card, it is called a "sweep," and adds one point to his score.

## Last Cards

After all the cards have been dealt, and the players have all played out their hands, all cards that remain upon the table belong to the player who took the last trick.

## VALUE OF THE POINTS AND SCORING

The following are the points that may be scored:

Great Casino—the E sharp	2 points	Each D Flat or D sharp	1 point
Little Casino—the C flat	1 point	(There are 2 D flats and 2 D sharps)	
The Majority of cards	3 points	Each Sweep	1 point
The Majority of F's and F sharps (There are 4 F's and 3 F sharps)	1 point		

The player who first gains twenty-one points wins the game. It requires several deals to complete it. The deal passes alternately throughout the game. The fourhanded game can be played with partners for a given number of points. In scoring, the partners combine their points.

In putting the Game of Roulette into the form of a pack of cards, we are giving to the home-circle an opportunity to enjoy this most enticing amusement, where it has heretofore been impossible, as Roulette has always been played, previous to our invention, by mechanical means, that were both cumbersome and expensive. Roulette can now be played for the innocent amusement of those at the fireside or on tour.

Roulette has been the national game of France for three hundred years and it has been the means of making Monte Carlo the most attractive resort in the world.

Our Roulette Cards consist of a pack of 54 cards, 39 of which are "Wheel" cards and 15 "Layout" cards.

Each of the 39 wheel cards contains one of the characters that occurs on the ordinary Roulette wheel and they are a substitute for this wheel and the little ivory ball that is used with the wheel. These characters are the numerals from 1 to 36 inclusive, half of them printed in Red and half in Black; the other three characters are the Single Zero, the Double Zero and the Eagle and they are printed in green.

Instead of revolving a wheel and spinning a small ball to finally settle in one of the compartments of the wheel, these 39 wheel cards are shuffled and cut, as with ordinary playing cards, and a single card turned up to represent the character that would otherwise have been struck by the little ball.

Roulette 1