

# NATIONAL GAME SUPPLY

## KNOW YOUR ODDS

Bet even money you will throw 5, 6, 7, or 8 at one roll of the dice.

## ODDS ON ONE ROLL OR COME-OUT BETS

NUMBERS	CORRECT ODDS	ODDS IN TERMS OF \$ AND ¢ BETS	
Any Pair	35 to 1	\$1.75 to .05	\$35.00 to \$1.00
11	17 to 1	.85 to .05	17.00 to 1.00
Any Crap	8 to 1		
5	8 to 1	.40 to .05	8.00 to 1.00
9	8 to 1		
4	11 to 1		
10	11 to 1	.55 to .05	11.00 to 1.00
6	6 1/5 to 1	.31 to .05	6.20 to 1.00
8	6 1/5 to 1		
Any 7	5 to 1	.25 to .05	5.00 to 1.00
1-2 (3)	17 to 1		
3-4 (7)	17 to 1	.85 to .05	17.00 to 1.00
5-2 (7)	17 to 1		
6-1 (7)	17 to 1		

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## ODDS ON POINTS

THE POINTS	CORRECT ODDS	ODDS IN \$ AND ¢ BETS	
4 can be made in 3 ways; 7 in 6 ways	2 to 1	\$2.00 to .10	\$2.00 to \$1.00
5 can be made in 4 ways; 7 in 6 ways	3 to 2	.30 to .20	1.50 to 1.00
6 can be made in 5 ways; 7 in 6 ways	6 to 5	.60 to .50	1.20 to 1.00
8 can be made in 5 ways; 7 in 6 ways	6 to 5	.60 to .50	1.20 to 1.00
9 can be made in 4 ways; 7 in 6 ways	3 to 2	.30 to .20	1.50 to 1.00
10 can be made in 4 ways; 7 in 6 ways	3 to 2	.20 to .10	2.00 to 1.00

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## ODDS THE HARD WAY

THE POINTS	CORRECT ODDS	ODDS IN \$ AND ¢ BETS	
4 can be made with 2-2 in 1 way	8 to 1	\$4.00 to .05	\$8.00 to \$1.00
10 can be made with 5-5 in 1 way	8 to 1	.40 to .05	8.00 to 1.00
6 can be made with 3-3 in 1 way	10 to 1	.50 to .05	10.00 to 1.00
8 can be made with 4-4 in 1 way	10 to 1	.50 to .05	10.00 to 1.00

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## ONE DOUBLE DEUCE WITH ONE SQUARE DICE

Numbers	2	3	4	5	6	7	8	9	10	11	12
Ways to make	1	3	4	5	5	6	5	3	2	1	1

Result: 6.01% in favor of fader or person betting the dice do not pass using one double deuce with one square dice.

## TWO DOUBLE DEUCES

Numbers	2	3	4	5	6	7	8	9	10	11	12
Ways to make	1	4	6	6	5	4	5	2	2	0	1

Result: .49% practically 1/2% in favor of shooter or person betting the dice pass using two double deuces.

## ONE DOUBLE FIVE WITH ONE SQUARE DICE

Numbers	2	3	4	5	6	7	8	9	10	11	12
Ways to make	1	1	2	3	5	6	5	5	4	3	1

Result: 5.01% in favor of shooter or the person betting the dice do pass using one double five and one square dice.

## TWO DOUBLE FIVES

Numbers	2	3	4	5	6	7	8	9	10	11	12
Ways to make	1	0	2	2	5	4	5	6	6	4	1

Result: 22.71% in favor of the shooter or person betting the dice do pass using two double fives.

PACIFIC CLUB - NATIONAL GAME SUPPLY  
P. O. BOX 42  
ALHAMBRA, CALIF.

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## Dear Customer

(This is your handy pocket BLUE BOOK)

You will find herein a handy source of information and a complete listing for your needs.

## OUR GUARANTEE

Many years of old reliable service enables us to GUARANTEE everything we sell. If for any reason you are dissatisfied return merchandise in unused condition within 5 days for exchange or refund.

## TERMS

A deposit of one third must accompany all orders. No personal checks accepted. SPECIAL OFFER - If full cash payment sent with order you may deduct 10% from listed prices. We will also prepay regular postage.

## FOREIGN SHIPMENTS

Orders from outside U. S. must be accompanied by full remittance.

## NOTICE

All goods listed are for legitimate use only. Sold for magical, entertainment or expose only.

## QUICK SERVICE

All orders shipped the same day they are received. Specify air mail shipment when desired. A wired order will reach us immediately day or night.

For Reliable Courteous Service

NATIONAL GAME SUPPLY

P. O. BOX 42

ALHAMBRA, CALIF.

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**Spot**

**Edge**

In order to designate the above as S.C., T.E., S.E., T.E., R.C., L.R.C., H.R.C.

**Size**

## HOW TO ORDER DICE

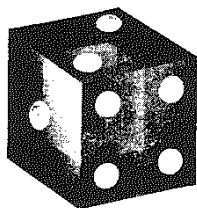
State size and color in all cases  
1/4 in, 3/8 in, 1/2 in, 9/16 in,  
5/8 in, 11/16 in, and 3/4 in.

State if DRUGSTORE or handmade precision style. If Handmade-precision state edge and finish (sand or polish) and spot (flush or concave).

ALWAYS LIST CATALOGUE NUMBER

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## SHAPED PERCENTAGE DICE



Flats are probably the most popular and practical dice for use in a "Do and Dont" game. NOTE (If you are barring 2 aces or two sixes on the back or dont line WE RECOMMEND regular F-1 6-Ace flats. If you bar Ace-2 we recommend F-1 (B-2) which adds buffed deuce for best results.) NOTE - The following are hand made accurately machine cut unless otherwise specified.

STATE STRENGTH or degree off such as 10-20-30-40 thousands off. 10 is light, 20 or 30 is medium and 40 is strong.

### FLATS (Missouts)

F-1 6-ace (missers) specify strength ..... Per Pair \$2.50  
F-1 (B-2) 6 ace (missers) with buffed deuce  
for barring A-2 ..... Per Pair 3.00

### FLATS (Passers)

These dice are off or flat as follows

One dice flat on 5-2 (used together they make  
One dice flat on 4-3 (points of 5-6-8 and 9

F-2 (Passers) specify strength ..... Per Pair 2.50

### FLATS (Two Way)

These dice are flat both on the 6-A and 5-2 but twice as flat on the 6-A as the 5-2 side. Shows all craps, goes out 6-A as well as 5-2. VERY FAST for do and dont play.

F-3 Two way flats - specify strength ..... Per Pair 3.00

### BEVELED FLATS

All sides except flat sides are beveled to favor the flat side. It increases the action by 50%.

B-1 (Beveled missers) Specify strength ..... Per Pair 3.00  
B-2 (Beveled passers) Specify strength ..... Per Pair 3.00

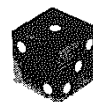
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*If you cannot find what you  
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## TOPS or MISSPOTS



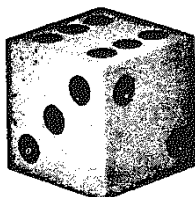
No. 50	Fair dice to match tops listed below .....per Pr.	\$1.00
No. 100	4 to 11 (All points, no craps, no 7)...	Per Pr \$2.00
No. 101	1-3-5 TOPS Even Points, shows only 2 - 4 - 6 - 8 - 10 .....	Per Pr 2.00
No. 102	1-4-5 TOPS Shows only 2-5-6-8-9-10 One crap, but no 7 .....	Per Pr 2.00
No. 103	2-3-6 TOPS Shows only 4-5-6-8-9-12 One crap, but no 7 .....	Per Pr 2.00
No. 104	2-4-6 TOPS Shows only 4-6-8-10-12 One crap, but no 7 .....	Per Pr 2.00
No. 105	3-5-6 TOPS Shows only 6-8-9-10-11- 12 One crap, but no 7. The 11 makes this a fast combination .....	Per Pr 2.00
No. 106	DOOR POPS (7 or 11 every roll) one dice all 5 - one dice 6-2 .....	Per Pr 2.00
No. 107	CALIFORNIA FOURTEENS (Show all numbers but make 6 and 8 favor- ed instead of 7. It will make more passes than usual and you can show your audience that top and bottom will add 14) .....	Per Pr 2.00
No. 108	EASTERN TOPS (Each dice spotted usual 6-1 and double 5 double 3. They will seven out and throw craps going over in smart spots where all others get a rumble) .....	Per Pr 2.00
No. 109	DOUBLE NUMBER DICE (such as double 5, 3, etc.) Per Each \$1.00 ....	Per Pr 2.00

### COMBINATION TOP SETS

No. 110	EVEN BUSTERS (1-3-5), (2-4-6) .....	Pr \$2.00
No. 111	ODD (or 5 and 9) BUSTERS (1-4-5), (2-3-6) Pr	2.00
No. 112	FIELD BUSTERS (1-2-3), (4-5-6) .....	Pr 2.00
No. 113	COMBINATION A (1-3-5) (1-3-5) (2-4-6) Set of 3	3.00
No. 114	COMBINATION B (2-4-6) (2-4-6) (1-3-5) Set of 3	3.00

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## SPECIAL FILLED WHITE DICE



We take great pride in our white weight. These cubes are not heavy, sluggish weight. They weigh and feel natural. They are hollowed and packed with cotton. They do not sound hollow and have only their natural weight. We are the only company preparing this work to this perfection.

FOR FASTER ACTION we supply in Drug Store Style unless otherwise specified.

WHITE WEIGHT can be supplied in any size from PEE WEE to largest sizes. 1/4, 3/8, 1/2, 9/16, 5/8, 11/16, 3/4. We recommend 1/2, 9/16 or 5/8 for best results.

### WHITE LOADS (Missers) (For Banking or Fading)

No. 100A	Deuce, 1-5 with pair to match ..... Per set	\$12.00
(sevens out 5-2)		
No. 100B	Ace and 6-2 with pair to match (sevens out 6-1) .....	Per set 12.00

### WHITE LOADS (Passers)

No. 101C	3-5 and 3-5-6 with pair to match (Favors 6-8-9-10-11 points) .....	Per set 12.00
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### SPECIAL THREE DICE COMBINATIONS

Substituting one dice changes Passers to Missers (Full instructions supplied)

No. 102	Deuce - 1-5 - 3-5 with pair to match (5 dice) .....	Per Set 18.00
No. 102A	Ace - 6-2 - 4-2 with pair to match (5 dice) .....	Per Set 18.00
No. 103	Any single white load .....	Each 6.00

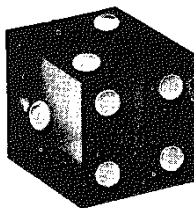
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## FLOATS

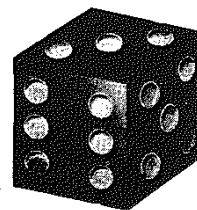
The smartest of white percentage dice. Burning the cube will reveal no weight. Furnished any of the above combinations.

Single Cube 5.00; per pair 10.00; 3 dice combination 15.00. Fairs included.

## SPECIAL FILLED TRANSPARENT DICE



Our special filled transparent dice will sound and roll natural and are properly made to give strongest results. We guarantee our spots will not come out. In ordering always specify light, medium or heavy. A light bevel can be added if desired.



### MISSING SETS

No. 200-A	Favor Ace and 2-6, with Pair to match .....	Per Set 20.00
No. 204-A	Favor Deuce and 1-5, with Pair to match .....	Per Set 20.00

### PASSING SET

No. 201-A	Favor 3-5-6, with Pair to match .....	Per Set 20.00
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### THREE DICE COMBINATION SETS

No. 202-A	Favor Ace, 2-6 and 2-4, with Pair to match .....	Per Set 25.00
No. 203-A	Favor 2, 1-5, 3-5, with Pair to match .....	Per Set 25.00

In above substitute one dice to change from passers to missers. Complete instructions supplied.

### SPECIAL SETS

For special requirements. Made in any color, size or edge .....	Per Dice	10.00
Pair Dice, or tops, with deep spots to match weight .....	Per Pair	2.00

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### CAPPED DICE

Our Improved Capped dice are the best obtainable. They will caliper perfect and show the same finish on all sides. We recommend caps in tight round corners.

#### PASSING CAPPED DICE

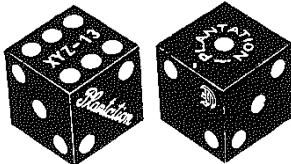
No. 500	Show 3-5-6 .....	Per Pair	7.50
No. 500-S	Single 1-2-4 Splitter .....	Each	3.75
No. 501	Show 3-4-5-6 .....	Per Pair	7.50
No. 502	Show 4-5-6 .....	Per Pair	7.50
No. 502-S	Single 1-2-3 Splitter .....	Each	3.75

#### MISSING CAPPED DICE

No. 503	Show 1-6 and 1-2-6 .....	Per Pair	7.50
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#### PERFECT TRUED-UP PRECISION DICE

Our perfect dice are made from well seasoned stock and will not shrink or lose their shape. Will Caliper to 1/10,000ths of an inch. Can be furnished in red, green or white. Concave or flush spots. If you wish your special Monogram put on these dice see below. Price per pair \$1.50



#### MONOGRAMMED DICE

The dice listed on this and the following pages may be monogrammed at no extra charge. On special monogram there is a small extra charge to cover the cost of the die. The die is your property and will only be used on your dice. The dice pictured on the right is special, the one on the left is standard type. Full remittance must accompany orders for monogrammed dice. The drug store dice listed on the first several pages of this catalog CANNOT be monogrammed.

#### CLUB OPERATORS - SPECIAL NOTICE

At last ABSOLUTE PROTECTION against run ins. A dice IMPOSSIBLE for anyone to duplicate. Your initial or number is inserted not on but UNDER THE SPOT. Minimum order, 10 pairs. Price per pair, \$2.00. Use only 3 letters or numbers.

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### EDGE WORK DICE

Our advanced methods of producing this type of work have been copied but never duplicated.

Our Edge work is made on the hardest dice material obtainable assuring the users of longer wearing work and consequent better results. The life of this work is always limited, however, and we recommend frequent replacement with new cubes.

#### RAISED EDGE TRIP WORK (Very Fast)

No. 701-A	Favor Ace and 6 (Miss) .....	Per Pair	\$2.00
No. 701-B	Favor 1, 2 and 6 (Miss) .....	Per Pair	2.00
No. 701-D	Favor 4, 5 and 6 (Pass) .....	Per Pair	2.00

#### SPLIT EDGE WORK

No. 717-A	Favor Ace and 6 (Miss) .....	Per Pair	2.00
No. 717-B	Favor 1, 2 and 6 (Miss) .....	Per Pair	2.00
No. 717-D	Favor 4, 5 and 6 (Pass) .....	Per Pair	2.00

#### CUT EDGE WORK (Slant Edge)

No. 705-A	Favor Ace and 6 (Miss) .....	Per Pair	2.00
No. 705-B	Favor 1, 2 and 6 (Miss) .....	Per Pair	2.00
No. 705-D	Favor 4, 5 and 6 (Pass) .....	Per Pair	2.00

#### CUT EDGE AND CORNER WORK

No. 706-A	Favor Ace and 6 (Miss) .....	Per Pair	2.00
No. 706-B	Favor 1, 2 and 6 (Miss) .....	Per Pair	2.00
No. 706-D	Favor 4, 5 and 6 (Pass) .....	Per Pair	2.00

#### SAW TOOTH EDGE

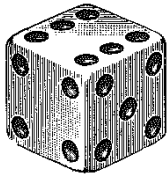
No. 708-A	Favor Ace and 6 (Miss) .....	Per Pair	2.00
No. 708-B	Favor 1, 2 and 6 (Miss) .....	Per Pair	2.00
No. 708-D	Favor 4, 5 and 6 (Pass) .....	Per Pair	2.00

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*If you cannot find what you  
need in this catalog, write  
us your wants.*

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### DRUG STORE STYLE DICE



Any work shown can be furnished in DRUG STORE Style. Drug Store dice are generally off color and usually have spots sunk deeper than ordinary. To meet this demand we carry the largest stock of DRUG STORE dice in existence.

PRICES on drug store dice are somewhat less than handmade dice.

DRUG STORE DICE SIZES - Pee Wee (1/4" or 3/8") 1/2, 9/16 and 5/8

SPECIFY - SIZE & COLOR (red, white or green)

DRUGSTORE Missouts - Flats .....	Per Pair	\$1.50
DRUGSTORE Passers - Flats .....	Per Pair	1.50
DRUGSTORE Tops .....	Single Pair	1.25

#### SPECIAL PRICED DRUGSTORE TOP SETS

Set No. D1	1 pr 1-3-5, 1 only 2-4-6, 1 pr fair 5 dice .....	2.00
Set No. D2	1 pr 2-3-6, 1 only 1-4-5, 1 pr fair 5 dice .....	2.00
Set No. D3	1 pr (1-5-6, 3-4-5) making points 4 to 11 no craps, no seven 1 pr fair to match, 4 dice .....	2.00

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#### EXTRA SPECIAL OFFER



MISSOUTS, Fast Working Flats .....  
PASSERS, Stronger Than Ever .....  
TOPS & BOTTOMS, Even Points ...  
TOPS, All Points (4 to 11) .....  
DOOR POPS, 7 or 11 every Roll ....  
FAIR DICE TO MATCH .....

All SIX Above Pairs for ..... \$5.00

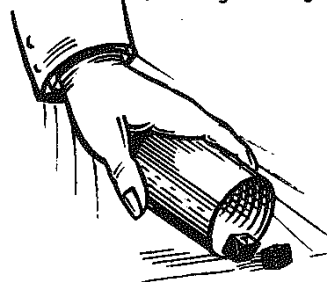
Send \$1 now. Pay \$4 plus postage on delivery. Please PRINT name and address plainly.

NOTE -- Deposit of 1/3 must accompany all COD orders. See our money back guarantee on page 4

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### FIRST FLOP OR WHIP DICE

No Weight - Edge Work Only



We have developed this work to such a point that with our special box you have positive control over five dice. A "Natural" for Bar or Club. We recommend Ace-5 or six-5 combination. Made in Red, Green or White. 9/16 or 5/8 only.

No. W500	FIRST FLOP or WHIP DICE (Set of five) .....	\$7.50
No. W501	Regular FIRST FLOP (WHIP) Box .....	5.00
No. W502	SPECIAL Cushion Bottom (WHIP) Box .....	6.50

(Full Instructions sent for use of above)

#### 4-5-6 GAME DICE (Controlled)

Set consists of 3 dice edged to favor 4, 5 and 6 and when used with our special whip box will show these numbers.

No. W503	4-5-6 whip dice .....	per set of 3 .....	5.00
No. W501	Whip Box .....		5.00

### FIRST FLOP OR WHIP DICE

Settlers - White Only (Weighted)

These dice caliper perfect. For the best results we supply our Special First Flop Box which has canvas finished interior and is the only properly made Box for First Flops or Whippers. The most practical set is an Ace-Five combination in 5/8 or 9/16 - inch white celluloid. Other sizes and combinations made to order. Full instructions with each order. Dice are lightly weighted.

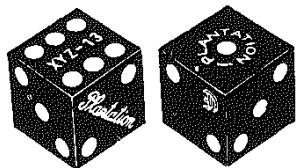
No. 936	White First Flop Dice .....	Set of 5 .....	10.00
No. P-76	Special First Flop or Whip Box ....	Each ....	5.00

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*See our money back Guarantee*

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## PROFESSIONAL CLUB SUPPLIES



MONOGRAMMED DICE

Hand-made PRECISION Club dice for the professional operator.  
No. 10 per pair ...\$1.50  
Specify size, color, edge, finish, etc.  
See pages 2 & 7.

Card table covers.....  
Heavy green duck with draw string. 66" wide,  
Each .....\$8.50

### 4-5-6 GAME DICE

These dice come in sets of three dice and when used with our First Flop Dice Box are under the control of the operator. at all times. Supplied in 5/8 size in red, green or white. They will not work unless our Special First Flop Dice Box is used.

No. 940 4-5-6 GAME DICE.....Set of 3 5.00  
No. P-76 Special First Flop Dice Box.....Each 5.00

A deposit of 1/2 must be sent with all orders.

### RE-SQUARING

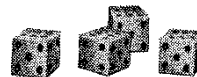
To all of our customers who are using the perfect squared-up dice, we wish to announce that your old dice which have been used, can easily be re-squared by us so that they can be used again. The re-squaring process, however, reduces them to a smaller size but does not injure the quality in any manner. Price for re-squaring each single dice .35¢  
Price for re-squaring lots of 50 or more, each .30¢

### CHINESE DICE BOX

As mysterious as a Chinese magician. Entertain the boys and gather in the change. The box and dice are absolutely fair, yet when you know the secret you can control one, two or three dice. Call your point without removing the cover from the box, then let the boys try their luck and see them fail. The box is made of hardwood nicely finished and lined, making it silent in operation. Price .....\$5.00

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## LITTLE FINGER DICE



The smallest dice made, 1/4 inch size, White or Red. 100 per cent passers. So small one pair can be hidden in the crook of little finger. Both hands look empty. Little but mighty.

No. 128 - LITTLE FINGER DICE, per set of 4.....\$3.00

### SOUTHERN CUSTOMERS

PEE WEE Dice. We carry a complete stock of Drug Store Style Pee Wee Dice 1/4" or 3/8" in Red, Green and White; and can supply tops, flats or loads to your order. See prices of pages 3 to 6.

### ECONOMY LOADS

Not as heavy as our regular loads, but will show excellent action and results.

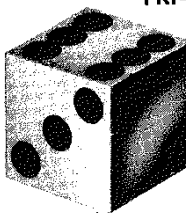
3 Dice Combination White, any size.....\$9.00  
3 Dice Combination Red or Green.....\$15.00

### BABY WHIP CUP

3" x 2" (Pocket Size) Controls 2 or 5 dice 1/2" size. Excellent for the traveling man.

Dice and Cup with complete instructions .....\$8.00

### TRI-COLOR FLUSH SPOT DICE (Counter Dice)



We manufacture perfect white dice with tri-color flush spots which are guaranteed perfect and are made in sizes from 9/16 to 3/4 inch with any style edge desired. We recommend the use of perfect dice for all counter games.

No. 523 Perfect White Tri-Color Flush Spot Dice, any size or any edge Per Pair .....\$1.50

No. 524 Drug Store Tri-Color Dice inlaid for Bar use each ...35¢

A deposit of 1/2 must be sent with all orders.

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## ELECTRIC DICE OR MAGNETIC EQUIPMENT

2 way Transparent, Red or Green,..... per dice 15.00  
2 way White..... per dice 10.00

(All above carry 5 year guarantee)

Leg Magnet, permanent 2 1/2" x 10" x 1/2" with strap on case and 2 White dice ..... 150.00  
or (With 2 Transparent Dice) ..... 170.00  
Will draw through 6" material.

We can supply any type and size of electric equipment to order.  
Write for Information

### NOTICE

In giving a practical demonstration to an audience with our dice all you have to do is to use them just the same as you would any others; let any spectator in the audience throw them and throw them yourself when it comes your turn, and you will have no trouble in getting satisfactory results.

All of our "filled dice" seven all around and are spotted just the same as any other dice.

### QUICK SERVICE

We are fully equipped to give you the quickest service possible. If you are in a great hurry for goods we recommend you to use the telegraph, for you can telegraph the order and the money at the same time. This method is more costly but insures the quickest service possible.

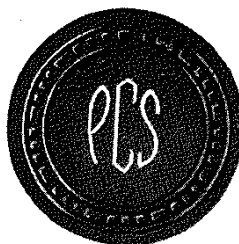
### Drug Store Dice

Any of the dice listed in this catalog can be furnished in either trued up or drug store, Drug store dice have very round corners and deeper spots.

Be Sure to Give Full Address

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## Registered Non-Duplicate Dice & Poker Checks



Sold monogrammed only. Obtainable only from us with your personal REGISTERED monogram. Absolute protection against duplication. This is a heavy, fast dealing check.

C-1.....per 100 \$12.50  
Colors; Scarlet, Blue, White, Pink, Green, Black, Brown and Yellow.

THESE checks are of uniform thickness, assuring clean, accurate dealing; All are of distinct colors, eliminating mistaken values. We can supply with your monogram both sides, or your monogram on one side and value on the other. We assure you absolute protection against duplication as each monogram is REGISTERED to only one customer.

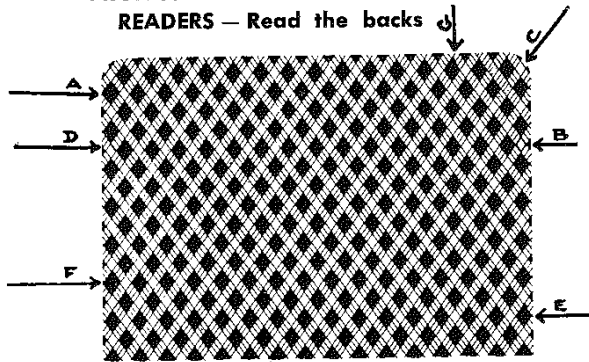
### MONOGRAMMED DICE

Our dice can be monogrammed with your initials in plain letters or with attractive gold monogram free of charge. Special monogram or trademark supplied at a small extra charge to cover the cost of the die which becomes your property and will only be used on your dice. Monogram on trued-up precision dice, shapes, mis-spotted, and fair dice, there is a charge of 10¢ a letter.

LOADED SETS. Spotted perfectly natural and will seven all around.

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## PROFESSIONAL PLAYING CARDS READERS — Read the backs



**NO. 710**

A--Enlarged Diamonds. It is all in one place near left hand side and is considered one of the best combinations on Bee 67. Our Enlarged Diamond work cannot be improved upon.

Per Deck \$4.13

**NO. 730**

B--Small White Diamonds. This is similar to Enlarged Diamonds, but instead of enlarging red or blue diamonds, we reduce the white diamonds.

No. 710 or No. 730	Ace to 8 .....	Deck	3.13
No. 710 or No. 730	Ace to 2 .....	Deck	4.13

**NO. 740**

C--Double Line Work shows to better advantage than single line work. This is the old reliable, well liked, and a quality of work that no one has been able to duplicate.

No. 740	Reads from Ace to 2 .....	Deck	3.13
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**NO. 750**

D--One side of the white diamond is reduced. Some customers prefer this to small white diamonds. This work sometimes called Neostyle.

No. 750	Reads from Ace to 2 .....	Deck	3.13
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**No. 760**

E--A side combination on Bee 67. Fine for side dealing box.

No. 760	Reads from Ace to 2 .....	Deck	\$3.13
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**NO. 770**

F--Two sides of the red or blue diamond made wider. Some prefer this to Enlarged Diamonds. Reads from Ace to 8 or Ace to 2 as desired.

No. 770	From Ace to 8 .....	Deck	3.13
No. 770	From Ace to 2 .....	Deck	4.13

**NO. 780**

G--Points. Large and easy to read. Very well liked by certain of our customers.

No. 780	Reads from Ace to 2 .....	Deck	3.13
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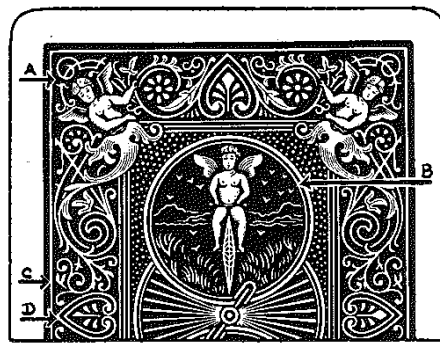
**NO. 790**

H--Corner Work in small white diamonds. Latest and most clever combination on back. Reads from Ace to 2.

Deck	3.13
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## RIDER

See Top Next Page



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## RIDER

A--All in left hand corner in one place. Considered the best ever placed on this back. Very good for Stud.

B--Excellent blackout work on the birds. Large and easy to read.

C--Clever Work in flower at side-center of card. Good for Skin.

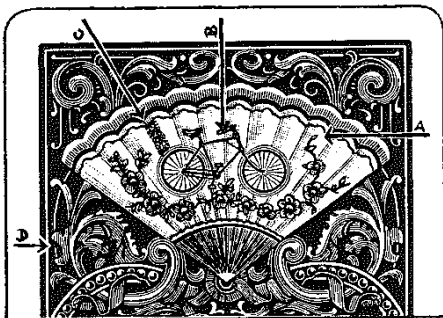
D--Many prefer this side combination. Also good for Skin.

E--Smart work on the left-hand corner figure.

F--Fine blackout in the flower at end.

G--Excellent combination on the grass in center circle.

No. 403 Rider A-B-C-D-E-F or G .....	Deck	\$3.13
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## NEW FAN

A--Easy to read and impossible to find. This is the best ever placed on Fan Back.

B--Brace work in Frame. Hard to detect, yet large and easy to play.

C--Perfect shade work on the Fan.

D--Work is on the hook at side of card. One of the best. Good for Skin.

E--Blockout around inner border of fan. Very hard to detect.

F--Fine blockout around outer edge. One of the smartest on this back.

G--Excellent blockout combination on the straight line near left corner.

No. 405 New Fan A-B-C-D-E-F or G .....	Deck	\$3.13
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## RACER

A--An old reliable combination. Blockout which is very good. One of our best sellers.

B--In the circle. Well liked and good for Stud.

C--On extreme edge.

D--Clever work on the dots at end of card.

E--Fine blockout in wheel at left corner.

No. 407 Racer A-B-C-D or E .....	Deck	\$3.13
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Suit marking supplied on any of the above cards at an additional charge of \$2.00 per deck. When ordering specify name and letter of combination. Example: Rider A.

A deposit of 1/2 must be sent with all orders.

Above prices include 13¢ per deck Fed. Rev. Tax.

\*\*\*\*\*

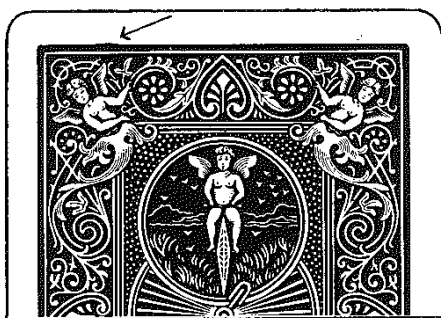
Orders paid for by personal

check are held until check

has cleared.

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## SPECIAL WORK NO. 720



### HUMPS

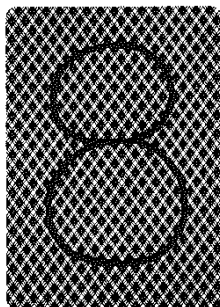
We can supply this work on any Bicycle or Bee card which has a white border. Difficult to detect, but the quickest to read. Ace to 8 or Ace to deuce as desired.

Per Deck \$3.13

### LUMINOUS READERS

Luminous Readers originated and introduced by us have been successfully used in all parts of the country. These cards do not bear any visible mark, but when viewed with our Luminous Glasses the work appears as plain as the figure 8 on the back of the cut pictured. Luminous Readers are supplied in any back, red cards only. You must have luminous glasses to be able to read this work.

No. 888 Luminous Readers, any back ... Deck \$3.13



## LUMINOUS GLASSES

These special glasses are necessary for reading LUMINOUS READERS

No. 889 Luminous Glasses, for reading .... Per Pair \$6.00

## LUMINOUS MATERIAL

For the operator who wishes to produce his own Luminous Readers we supply the original Luminous Marking Material, full strength, with simple complete instructions for applying. One order of our Luminous Material is enough to make 12 dozen decks or more of cards, which may be used with our Luminous Glasses described above.

No. 666 Luminous Material with instructions ..... Each 2.50

## LUMINOUS INK

For those who prefer ink to make their own Luminous Readers instead of Luminous Material we supply the original Shade Ink. Brush for applying and complete instructions with each bottle.

No. 670 Luminous Ink for marking several gross cards ..... Per Bottle 2.50

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**CARD  
INK**

- No. 461 Perfection Blockout Ink, red or blue .... Per Bottle \$6.00
- No. 462 Regular Blockout Ink, red or blue .... Per Bottle 3.00
- No. 463 Imported Camel's Hair Brush ..... 1.50
- No. 464 Imported French Pens, very fine.. .75

### PLASTIC CARD INK

#### Sensational New Discovery

After many experiments, our chemists have discovered an ink which can be successfully applied to plastic or rubber cards. This ink is a perfect match for the colors on these new type cards. It will not rub off or show flash as it is made of the same ingredients as the cards and therefore becomes part of the card. Supplied in stock colors of green and brown only. Special colors to order at a slight extra charge.

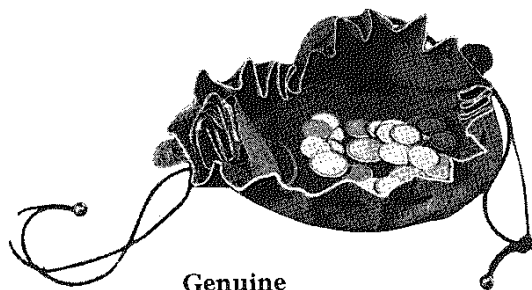
No. 555 Plastic Card Ink, brown or green .... Per Bottle \$7.50  
No. 556 Plastic Daub, brown or green, each color 3.50

A deposit of 1/2 must be sent with all orders.

### SHADING INK

Used for putting shade work on cards. This ink will not do the work of Blockout Ink but is very good for shade work. Printed instructions, one bottle of thinner and special shading brush supplied with each order.

No. 465 Shading Ink, red or blue ..... Per Bottle 2.50  
No. 466 Imported Camel's Hair Shading Brush ..... Each 1.50



**Genuine  
LEATHER  
MONEY BAG**

No. 850

Price \$5.00

### INSTANT SHADING DAUB

Our Instant Shading Daub has met with great success. It will not show on the fingers, will not flash on the cards, is not greasy and is absolutely permanent when applied. Our Daub is toned down, making it impossible to apply too much. We guarantee our Daub to be the best you have ever used.

No. 467. Instant Shading Daub, red or blue .. Per Box 2.00

### GOLDEN GLOW DAUB

The finest one color Daub ever manufactured for use on red, blue, green, brown or any colored back cards, with or without white border. Golden Glow Daub is different from all others as it leaves a delicate golden smoky glow shade on the card which is very hard to detect.

No. 469 Golden Glow Daub ..... Per Box 3.00

### KNOCK OFF

Properly prepared sanding strips for Knock Off Players. This item needs no introduction to Sand players. Metal box for preserving strips while carrying supplied with each order.

No. 472 Knock Off Strips, 24 to the box ..... Per Box 1.00

### SLICK ACE CARDS

No. 634 Slick Ace Cards, any back, to  
cut any card ..... Deck \$2.13

### SLICK ACE READERS

We are the only firm in position to supply you Readers also prepared for Slick Aces. When ordering be sure to state Readers desired.

No. 635 Slick Ace Readers, any back ..... Deck 4.13

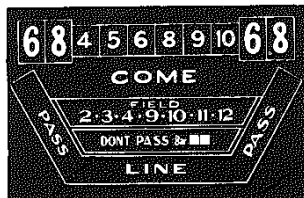
### SLICK ACE COMPOUND

Prepare your own Slick Ace Cards with our new preparation. Complete instructions. One order makes up a great many decks.

No. 636 Slick Ace Compound and instructions .... Each 3.50

A deposit of 1/2 must be sent with all orders.

### EXTRA -- EXTRA GREATEST VALUE EVER OFFERED



- 1 2x3 Dyed Felt Banking Layout
- 1 complete set of banking dice consisting of
- 2 pr. Fair or Squares
- 2 pr. Flats (1 pr Miss, 1 pr. Pass)
- 2 pr. asst. Top and Bottom (Misspot)

These are Handmade, Professional Club Dice -- Your individual monogram if desired.

The above complete any ready to bank and Do & Don't Game --  
ALL FOR ONLY ..... \$15.00

### NO MISS

Cannot be seen on the fingers, is not sticky and will not pick up dirt. Will work for several hours without renewing. Guaranteed to satisfy. Used for second deal.

No. 784 No Miss ..... Per Bottle 3.50

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### MYSTO DICE POWDER

#### Absolutely Foolproof

Here is the Dice Powder you have been looking for. The only satisfactory powder which can be used during a game on any kind of dice. Results from this powder are very satisfactory when used according to instructions.

No. 606 Mysto Dice Powder ..... Per Bottle \$3.00

### PUT AND TAKE

Our Put and Take Tops are attractively finished and the most practical manufactured. Complete instructions supplied with each order.

- No. 903 Put and Take Top, red, controlled transparent celluloid, with instructions ..... Each \$7.50
- No. 904 Put and Take Top, red transparent celluloid, fair..... Each 2.00
- No. 905 Put and Take Tops, left handed special, one to win, one to lose, red transparent celluloid.. Per Pair 14.00



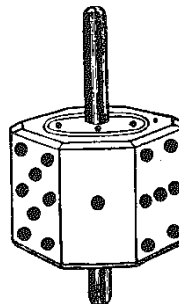
### HI LO

#### SPINNING TOPS

This is the best money making pocket novelty made. Perfectly balanced and made of polished bone. Full instructions sent with each order.

No. 499 Spinning Top, polished bone..... Each \$5.00

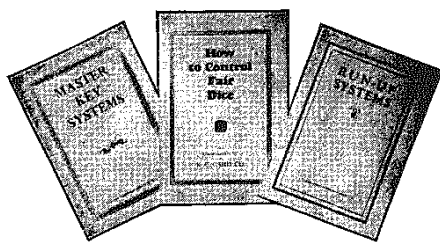
Sliding spindle assures positive result with choice of either Hi or Lo.



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### HOW TO CONTROL FAIR DICE

This information is worth its weight in gold to every Dice Shooter. How to Control Fair Dice is a complete expose of practically every method in use today by dice manipulators and explains various ways of obtaining results without the use of Filled or Loaded Dice.



Do not confuse this with similar incomplete pamphlets distributed by various concerns. Our How to Control Fair Dice Book is the most complete of its kind ever offered and every dice shooter should have this valuable information at his finger tips.

No. 707 How to Control Fair Dice ..... Each \$5.00

### MASTER KEY SYSTEMS

Our Master Key Systems unlocks every card secret with Key and illustrations of all combinations. Pick up a deck of cards and read the backs. Master Key for locating paper invaluable to all card players. In order to make this plain to you, illustrations of various cards marked in manufacture are illustrated. Shade, glaze, blackout, line, build up, trim, sorts, etch, swell natural or edge work, it is all the same when you apply the Master Key. The most complete information of its kind ever compiled.

No. 913 Master Key Systems ..... Each \$5.00

No. 916 Master Key and Run Up Systems, when ordered together.....Special 7.50

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A deposit of 1/3 MUST be sent

with all C.O.D. orders.

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### RUN UP SYSTEMS

Our Run Up Systems shows you how to become expert in locating, selecting and stacking cards. We have gathered together eight different run ups or stacking systems which cover everything needed to meet the requirements of any game. The most complete Run Up information ever printed.

No. 915 Run Up Systems ..... Each \$5.00

No. 916 Run up and Master Key Systems, when ordered together..... Special 7.50

### BOOKS

#### Valuable Information

No. 3 The Expert at the Card Table..... 3.50

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Orders paid for by personal

check are held until check

has cleared.

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## KNOW YOUR ODDS

### How to Figure Percentage

The following conclusions are arrived at by supposing that a \$1.00 bet has been placed upon every combination possible with the dice used. For instance, when using fair dice there are 3 ways to make ten and 6 ways to make seven therefore it is necessary to divide the \$3.00 bet on the number ten into 9 parts, 6 of these parts or two-thirds of the entire bet being the fader's chances of winning and 3 parts or one-third the shooter's chances of winning, thus we place \$1.00 in the win column and \$2.00 in the lose column.

#### SQUARE DICE

1 -- 2 -- 3 -- 4 -- 5 -- 6
1 -- 2 -- 3 -- 4 -- 5 -- 6

	Win	Lose
2-1 .....	.....	\$1.00
3-2 .....	.....	2.00
4-3 .....	\$1.00	2.00
5-4 .....	1.60	2.40
6-5 .....	2.27-3/11	2.72-8/11
7-6 .....	6.00	.....
8-5 .....	2.27-3/11	2.72-8/11
9-4 .....	1.60	2.40
10-3 .....	1.00	2.00
11-2 .....	2.00	.....
12-1 .....	.....	1.00
	<u>\$17.74-6/11</u>	<u>\$18.24-16/11</u>
		<u>17.74-6/11</u>
		.50-10/11

Divide \$.50-10/11, which is advantage of fader over shooter, by \$36.00 the total amount involved and the result is 1.41% in favor of fader or person betting the dice do not pass using square dice.

## TABLE OF APPROXIMATE CHANCES ON BLACK JACK

Player's count with two cards	Approximate chances of going over 21	Approximate chances of improving count
12	16 in 50	34 in 50
13	19 in 50	31 in 50
14	23 in 50	27 in 50
15	28 in 50	22 in 50
16	31 in 50	19 in 50
17	35 in 50	15 in 50
18	39 in 50	11 in 50
19	44 in 50	6 in 50
20	47 in 50	3 in 50

The above table is not exact because of many unknown factors, but will serve as a helpful bit of information.

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## CHANCES OF IMPROVING A POKER HAND OF FIVE CARDS BY DRAWING

Cards held after discard	Cards drawn	Improved hand	Chance of improvement
One pair	3	any improved hand	1 in 3.48
One pair	3	two pairs	1 in 6.25
One pair	3	three of a kind	1 in 9
One pair	3	full house	1 in 98
One pair	3	four of a kind	1 in 360
One pair	2	any improved hand	1 in 3.87
plus a kicker	2	two pairs	1 in 5.9
	2	three of a kind	1 in 13
	2	full house	1 in 122
	2	four of a kind	1 in 1,081
Two pairs	1	full house	1 in 11.75
Three of a kind	2	any improved hand	1 in 10
	2	full house	1 in 16.4
	2	four of a kind	1 in 24