

KITTY KEENO

CADACO-ELLIS 1939

OBJECT OF GAME: First player to turn over his complete set of Kitty Keeno tiles wins the game.

TO BEGIN GAME: DISTRIBUTE CHIPS EQUALLY AMONG THE PLAYERS. Each player places a set of 10 Kitty Keeno tiles face-up on the table before him. Tiles are numbered from 2 to 10. The kitty Tile represents 11; the Keeno Tile represents 12. There is no number seven.

METHOD OF PLAY: Players throw the dice to turn, turning over the Tiles which correspond to the dice totals, i.e. if the dice total six, the player, turns over Tile 6. Each player continues to throw the dice until he throws a Stopper and the dice pass to the player on the left, i.e., If Tile 6 has already been turned over, the thrower passes the dice to the player on the left who turns over his Tile 6 and continues to play until he throws a Stopper or a 7. If the player on the left has already turned over his 6 the dice pass on to the next player who has a tile 6 exposed. If no player has an expose 6, the dice are retained by the original form.

Whenever a player throws a 7, he must place one chip in the Kitty in the center of the table, and pass the dice to his left.

Whenever a player throws 11 or Kitty, he must place one chip in the Kitty.

The player does not lose the dice, however, unless the throw is a stopper.

Whenever a player turns over his Keeno, he collects all the chips then in the Kitty.

FINISH: The first player to turn over his complete set of Tiles collects chips from each player and the number of Kitty-Keeno Tiles left exposed in each set, i.e. If a player has two tiles left exposed he gives the chips to the winner etc. The winner also takes the Kitty.