

11.—VARIATIONS.

The above rules provide for going through the pack once only playing only one or three cards at a time and not using the Trade Mark or Roodles card, but the game may be varied in several ways.

"a" by going through the pack as many times as is necessary for some player to win or until it is plain that no player can win, in this case the count would be scored as provided in rule 7. Under this rule when the last card from the pack has been drawn, the next player has the option of drawing from the discard or turning the pack over and taking the top card from the new pack which may or may not be reshuffled as agreed beforehand.

"b" By playing at one turn as many cards as you can or wish to, that is not being governed by rule 8.

"c" by changing the number of cards dealt originally to each player to suit the size of the party.

"d" The number of points for game may also be varied.

"e" It is questionable whether the fifty-seventh or "Roodles" card adds anything to the game. In using this card it may be played to take the place of any other card you wish. If a player plays it as his last card and calls "Roodles" he scores double the points held by all opponents. If he holds it while some other player ends the play, his opponent scores 10 for the "Roodles" card and double all other points held by him.

It is not advisable to try any of these variations until you are thoroughly familiar with the game.

The penalty for a misplay is not to be allowed to play or discard during the turn in which the error is made.

You may think Roodles confusing but it isn't. You call "Roodles" when you get rid of all your cards and win. You call "Roodles" when an opponent discards a card in error which might have been played, and you call "Roodles" when you discard a card which you do not wish to be played.

In playing progressive Roodles count high score and the winners (Roodles) at each table and move after each deal when the head table finishes.

If you should not at first happen to take kindly to ROODLES, please do the author the kindness to stick to it for at least three full games. You certainly will like it better than any game you have ever played.

COMPLETE DIRECTIONS FOR PLAYING

The Game of
Roodles
TRADE MARK

**A Delightfully Interesting Game
of Luck and Skill.**

Manufactured by the
FLINCH CARD CO.,
Kalamazoo, Mich.

Complete Directions
For Playing
ROODLES
 REVISED

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1.—**The Game of Roodles** consists of fifty-seven cards composed of four series, *Wishbone, Horseshoe, Shamrock, and Swastika*, each series being numbered from 1 to 14 consecutively, and the "ROODLES" or trade mark card.

2.—**Dealing.**—Shuffle the cards thoroughly and deal to the left, one card at a time to each player. For two players, eight cards each. For three or more players, seven cards each. Turn the next card face up in the middle of the table; this is to start the "discard pile." Then place the remainder of the pack beside it face down.

3. **Playing.**—Each player begins his turn by picking up either the top card from the discard pile, which is face up or the top card from the pack, which is face down. He has his choice, and ends his turn by laying any one card he chooses from his hand to the discard pile, face up.

4.—**The Object** of the game is to get rid of the cards in your hand in accordance with the rules of the game.

5.—The first player to the left of the dealer having drawn the card, plays, if possible, as follows. If he has in his hand three of a kind, that is three 2s, or 4s, or three of any other number, he plays them on the table face up, or if he has a sequence of three numbers, all of the same series, as 2-3-4 all Swastika, or 11-12-13 all Shamrock, he plays them on the table, then places one card face up on the discard pile. If he cannot play as above, he simply places a card on the discard pile and it is the next player's turn to play.

6.—The players to the left in turn proceed as above and in addition have the privilege of adding to any three of a kind or sequence which has already been played; for instance, if there have been three 5s played, and you have the other "5" in your hand, you can play it, or if there has been a sequence played as 5-6-7 WISHBONE, you can add to this either the 4 or 8 WISHBONE if you have it and this sequence can be further added to later.

7.—The play continues until some player gets rid of all his cards and calls "ROODLES", when the combined sum of all the cards held by his opponent is placed to his credit on the score sheet. If the pack is exhausted and all still have cards in their hands, the one having the least amount scores what the other players cards amount to. In case of a tie, as for instance say there are four playing. The pack is exhausted, two players each have a "1" left. One other player has 2 and 3, and the other player, 4, 6, and 7. Each player with the "1" would score 22 points toward game which is 100 points.

8.—You can only play one or three cards at each turn. You cannot play two cards nor more than three. Always one or three, not two, and the card to the discard pile does not count. Any three cards played must be all in one series or sequence. You cannot play three cards, distributing them among different series already started.

9.—When a card is discarded which might have been played, it is "Roodles" or bad play, and when so discarded the card is picked up by any player noticing it and played as it should have been. The player making the bad play is the loser as he might have played this card and discarded another. The next player proceeds as usual after the card has been played. But a player may discard a card which would play, Himself calling "Roodles", in which case the card remains on the discard pile and cannot be drawn by the next player.

10.—**It is good play.**

"a" To remember what has been discarded, but you are not allowed, to look through the discard pile to see what has been discarded.

"b" To discard high cards.

"c" To draw from discard or pack whichever one will help your hand. If the discard will not, the pack may.