

Gabriel ?

DUBBLE UP

Directions

A game for two to six players. In case of five players, discard one of the playing pieces.

The large playing board is placed in the center of the table and the pieces are then dealt out equally to all players and placed face down on the table. Decide who is to play first and appoint one player as "score-keeper".

Different positions of symbols pay various scores, and the object of the game is to match the symbols—wheels, anchors, bells and crowns, in such a way as to obtain the highest score.

The first player takes the top piece from his pile and places this in an interlocking position with the center playing board in such a way as to match symbols. The next player follows in turn, trying to form a pair, three in a row, etc. Pieces must always interlock, unless a pair of stars are matched together, in which case there is a penalty of 10 points off that player's score. There may be instances where it is advantageous in developing a high score from matched symbols, to take the star penalty.

Pieces cannot be turned over until ready to be played and once laid down, cannot be changed.

Scores are kept as the game proceeds, and scoring is as follows:

	Wheels or Anchors	Bells or Crowns
1 pair	5 points	10 points
3 in a row	15 "	30 "
4 in a row	25 "	50 "
5 or more in a row—	double your score.	

Penalty for Matching Stars—10 Points Off