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AP FOUR

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W THE TRAIL

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PRAIRIE POKER

Any number can play. Each player should have 10 buttons for buying. Any set of four cards, 1, 2, 3 and 4 adds up to ten. The object of the game is to call for enough cards to get ten or near it. To begin, each player places a button in the center of the table. The dealer then gives each player a card face down. The first player to the left calls then for another card and another until the cards add to ten or near it. Then the next player asks for cards. And so on until all players except the dealer have been taken care of. Now all cards are turned up. The first in turn to have exactly ten, takes all buttons. The dealer gets one button from any player whose cards add to more than ten. The one getting all the buttons wins the game.

GOLD NUGGETS

Any number can play. Use buttons for forfeits. Deal out all cards one at a time. The first player to left of dealer lays down, before him face up, his lowest card of any set—say the No. 2 AUNT LILY. The next player must lay down

the next highest card of this set, the No. 3 AUNT LILY. The next should lay down the No. 4 AUNT LILY. The next player starts with a low number card of another set. If any player cannot follow with the proper card in order, he has to put a button in the center as a forfeit. Cards are shuffled and dealt over by the winner. The one getting all the buttons wins the game.

LADY LUCK

For two players. The dealer lays three cards on the table, face down. The opposite player calls a color, RED or BLUE. If two of the three cards are his color he takes in the cards. If only one, the dealer keeps these cards. Again the dealer lays down three cards and again the color is called. And so on until all cards are used up. The one having the most cards gets 25 points. The other player now deals and when one gets 100 points the game is over.



INSTRUCTIONS FOR PLAYING THE GAME



H-BAR-O



everyone sees it. The idea is to call the animal this card stands for. The first one to do so gets it, together with all the cards of the player whose "animal" name was called. Then the next player on the left picks a card, name is called, and so on. The one to get all the cards wins.

SADDLE BLANKET

For two or four players. Deal out all cards one at a time. Each player lays his cards before him face down. Now, starting with the dealer, each player throws a card face up, in the center of the table. The one whose card is highest in number takes in the cards. Again each player throws up a card, and the high number takes the cards. If two players have the same high card, the first to throw a high number wins the hand. The player winning the most cards gets 10 points. 100 points makes a game.

CHUCK WAGON

For 2, 3 or 4 players. Deal each player four cards, one at a time, and four face up on the table. The player to the left

of the dealer plays first. To play you can make any one of these plays: pick a card of same suit, color or number, such as 3 and 4 of SUNNY JIM or two similar number cards. If you cannot take in a card, you throw out any card face up on the table. When all cards have been played from the hand, dealer deals four cards again. On last hand, the last player in a pair, takes cards left. Each player gets credit for the sum of the numbers on his cards. The first to get 50 wins.

YOU'RE BLUFFING

Any number can play this game. Deal out all the cards, leaving the odd cards in the center of the table face down. The player next to the dealer places three cards face down in the center of the table and calls out "3 WONG LEES." Each player in turn can say "you're bluffing" or just passes on with no remark. As soon as some player doubts it, the cards are turned up. If he is right, the owner of the cards must take in the three cards and all the cards in the center. If he is wrong, he must take all these cards. Each player takes turns in laying

down three cards. The first one to get rid of his cards wins. If, at the last, you have less than three cards, take from the center pile enough to make three.

SLAP FOUR

Lay all the cards face down, in a circle, leaving enough room in the middle to place your cards. Now each player, in turn, picks up a card and places it face up in the center of the table. If it is a four, the first one to slap it with the hand picks up the pile. So you keep on. The one getting all the cards wins.

FOLLOW THE TRAIL

Any number up to four can play this game. Deal out all cards one at a time. The dealer lays a card face up in the center of the table. The player to the left must lay down a card of the same set. Then the next player to the left and so around. If the set of four cards is made up, the next player starts another set. If any player cannot follow with a card of the set, he must pick up all cards and start a new set. The first player to get rid of all cards wins.

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GOLD NUGGETS

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someone becomes the "Burro", ends the game.

RUSTLER

Game can be played by any number of people up to four. Before playing remove any one card unknown to the rest of the players. Now deal out all cards until every card has been dealt. All players then discard any pairs which are cards of the same subject and same color. Now the dealer picks a card from his left-hand neighbor and if it makes a pair with any card in his hand, he discards the pair. Then the next player picks from his left-hand neighbor. And so on. The first player left with the odd card is the "Rustler."

HORSES

Game is for two or four people. To begin, deal out the cards, take the four BOBBY BENSON cards and set them at the head of the table. In the center lay out seven cards in a vertical row, so that the four BOBBY BENSON cards are just in back of the seven cards. Now someone cut as dealer. Holding the remainder of cards in the left hand backs up, pick up one

card at a time and as you lay down on the table call out its number, subject and color, viz.: TWO RED WINDY WALES. As this is called have some other player move the RED BOBBY BENSON card down towards the bottom of the length of one of the seven cards. In other words, in seven moves you are even with the bottom of the seven cards. The cards are called one after the other until the one BOBBY BENSON card reaching the bottom is the winner. You can run as many races as you like.

SHERIFF AND OUTLAWS

This game is for two players. Lay seven cards in a row across the table. The other player takes one card from the deck and places it in front of any one of the seven cards. Now to begin the play. Move the single card back one space (card's length). Then the other player moves a card forward one space, always in such a way that the single card cannot pass through. No jumps allowed. If the single card passes through, that player wins. After eight "back-moves," the other side wins.

PARDNERS

Lay all cards face down on the table. Keep in mind that a pair is the two red (No. 1 and No. 2) cards or the two blue (No. 3 and No. 4) cards of any subject. Any number can play the game. Each player in turn, turns first one and then any other card face up. If they are a pair he keeps them and goes again. If they are not a pair, he turns them over and the next player takes his turn. When all cards are off the table, the one with the most cards wins.

COWBOYS AND INDIANS

This game is for two players. One takes the red number cards while the other has the blue. Stack the deck, face down, in the center of the table. Now a player draws the top card from the stack. If it is his color, he lays it down in front of him. If not, the card is placed next to the stack, face up. The other player now draws a card. If it is his color, he keeps it (in front of him) and takes the top card of the other pile. When the center stack is used up, shuffle the discard stack, turn face down and keep on play-

ing. The first one to get all of their color wins.

CALLING

This game is for two or more players. The dealer places the stack of cards in front of him, face down. Begin with the first player to the left. As the dealer touches the top card, the player calls the suit and number of a card. This is done again and again until a card is correctly named. The object of the game is to call all 32 cards incorrectly. If the player calls any card correctly before the deck is used up, he is out for this turn and the dealer tries the next player. And so each player takes turns. The first winner then becomes the dealer for the next game.

ANIMALS

Any number can play. Use as many sets of four cards as you have players. Scatter all cards face down on the table. Each player picks a card and places it face up in front of him. Each player now selects an animal's name. The dealer draws a card and turns it up so that

AND H-BAR-O RANCH

The game of H-Bar-O consists of 32 cards with which you can play all of the 28 games described in this leaflet, in addition to many other games requiring 32 cards in 8 suits of 4 each published in standard game books.

THE ROUND-UP

Any number can play this game. Deal out all the cards one at a time. The dealer begins by asking the first player on the left for a card. For example: he says, "please let me have the '3 Polly Armstead'." He can only ask for this card if he holds another card of the set of four. If he has it, the dealer can ask anyone for another card from another player, and so on. If the card is not there, then the player asked can call for a card. The first one to make his set of four wins the game.

THE COYOTE

This game is played by any number of people. Lay all cards in a circle, backs up. Begin the play by having someone pick a card, laying it face up in the center of the circle. The next player to the left picks another card, and so on

around. Should anyone pick a card of like color and subject, they must pick all the cards in the center and thereafter play from their hand until used up. When no more cards are face down on the table in the circle, those with cards in their hands must play out until someone is left with all the cards, and is appropriately called the Coyote.

BURRO

This game can be played by no more than eight people. The dealer deals out singly all cards until all of the eight players have been served and then they will each have four cards. If less than eight play pick out from the deck as many sets of fours as there are players. At the word "GO" of the dealer, each player passes to the right a card, preferably one which will not help to build a set of four. And each time at the word "GO", the pass is made until someone has a set of four, when they throw these down back up. Everyone else should do the same and the last one to throw down is named "B". If the same person is caught last again, the letter "U" is added or now they are "BU" and so on

until someone becomes the "Burro", which ends the game.

RUSTLER

This game can be played by any number of people up to four. Before playing remove any one card unknown to the rest. Now deal out all cards until every one has been dealt. All players then discard any pairs which are cards of the same subject and same color. Now the dealer picks a card from his left-hand neighbor and if it makes a pair with any card in his hand, he discards the pair. Then the next player picks from his left-hand neighbor. And so on. The one left with the odd card is the "Rustler."

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