

RULES FOR THE GAME OF HINKEM - BINKEM 6

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MR. HINKEM-BINKEM

MADE BY

THE HINKEM-BINKEM CO.

506 Republic Bldg.

CLEVELAND, - - OHIO

Price, 25 Cents.

AGCA
ARCHIVES

.DON'T TALK TO



"THE GHOST"

HINKEM-BINKEM

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STUDY RULES CAREFULLY BEFORE TRYING TO PLAY.

[1]

Number of players, three to eight.

Game is comprised of four families, as follows :

The Family of Hinkem-Binkem's, count 4 points.

" " " Lovers, " 3 "

" " " Policemen, " 2 "

" " " Grave Diggers, " 1 "

Total 10 points. Game 15.

Each family consists of Mr., Mrs., Son, Daughter,

Twins, Baby, Servant, Cat, Dog and Parrot. Total 10.

Total number of Cards 40.

[2]

GHOST—Player or players who have lost all cards, either by having them called for or by laying them aside by completing a family.

Ghost is in game but cannot play in all the one or more cards.

How Ghost can become a player: Watch game closely, when player fails to say "Hinkem-Binkem" repeat "Hinkem-Binkem" before other players and take card.

Talk to the other players, the one that answers Ghost loses all cards to Ghost.

[3]

PENALTIES—Players must say "Hinkem-Binkem" for each and every card (asked for and received) before taking same from table.

Failing to say "Hinkem-Binkem" the player loses the card and play.

The card to player saying "Hinkem-Binkem" first.

The play, to player, to left.

By talking to Ghost, player loses all cards to Ghost and becomes a Ghost.

Failing to receive card from player asked, loss of play.

[4]

RULES—No player can ask for a card unless they hold one or more cards of that family.

Player can ask any player and as often as he is successful in receiving card asked for.

But must say "Hinkem-Binkem" before taking each and every card from the table.

If player has card asked for by player whose play it is, they must lay it upon the table face upward.

If player does not have card asked for they must say, "I do not have it."

When player completes a family they lay them aside and score the number of points called for, for that family.

[5]

The object of this game is to secure a family.

Deal to left one card at a time until cards are all dealt.

Beginning at left of dealer each player takes their turn when preceding player fails.

First player begins by asking ANY player for a desired card to help secure a family. For example:

No. 1 asks No. 4 for Mr. Lover.

No. 4 holding Mr. Lover places same on table, face upward.

No. 1 saying "Hinkem-Binkem" before taking card from table, and continue in like manner until they fail to ask the right player for card wanted or fail to say "Hinkem-Binkem" before taking card from table.

When player fails, the player to his left proceeds in same manner as preceding player.

Players continue with game until all families are formed.

All players should watch game closely.

When it is their play they can take ANY and all cards held by ANY player by complying with the above rules.