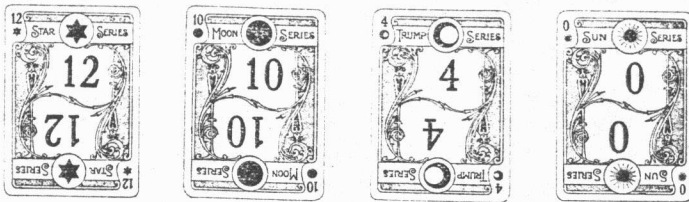


Rules for Playing "Progressive Raffles"



1. Cut cards for first deal. "DETECTIVE" is high card, then "12," "11," etc. "RAFFLES" is lowest card. Low deals. After first progression visiting lady deals.
2. All tables play one full game. Head table rings bell to notify when to begin each game.
3. The final holder of "RAFFLES" counts ten points, and five points for each "O" card held in hand or taken in tricks. Each trick taken counts one point.
4. Couples having highest score progress up. The losers at the head table go to the foot table.
5. Players should keep their places until their score is punched.

NOTE.—One punch should be given at the bottom of the score card for the final capture of "RAFFLES" in each hand.



CAZA Our great Board Game, is one of the best ever put out—lithographed in four colors, everything about it put up in a first-class and durable manner. Thirty-two men, four dice boxes, eight dice, rules, etc. Same will be mailed, postpaid, on receipt of the price—\$1.25 paper cover, \$1.50 cloth. For sale by all dealers.

RULES FOR PLAYING



The Capture of Mr. Raffles

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THE game is played by three, four, five or six players, and may be played independent hands or partners—four-handed is perhaps the best game. One hundred points wins the game.

"RAFFLES" is unique in the fact that the "RAFFLES" card must be played on every passing trick. The player who can keep track of the location of "RAFFLES" generally scores the most points. The main point of skill in the game is the capture of "RAFFLES" and the "O" cards at the end of the game.

The cards run from "O" to "12" in each series, "12" being the highest card. The count consists of five points for the "O's," one point for each trick taken, and ten points to the one who holds "RAFFLES" at the end of the game.

The game is intensely interesting, scientific and entertaining, but is easily learned.

The pack consists of four series: Trump Series, Star

Series, Moon Series, the "DETECTIVE" and "RAFFLES." "12" is the highest card of each series.

The "Detective," however, can take any trick played and any card takes "Raffles."

Trump Series is highest. A small trump card can take any card of another series.

EXAMPLE—A leads Moon Series 4—B plays "RAFFLES"—C plays Moon Series 8—D, having no Moon Series, plays Trump Series 1 and takes the trick.

...RULES...

Deal out the entire pack, one card at a time. Some of the players will have more cards than others on the deal. Arrange the cards in your hand so as to have each series by themselves.

The player at the left of the dealer begins the game by leading, playing to the center of the table. The next player must play the same series as the lead, provided "RAFFLES" is not in his hand. If he has "RAFFLES" it must be played, regardless of any other card. The other players follow, playing the same series as the lead, if they have them. The winner of the trick, *i. e.*, the one having played the highest card, takes the trick and places it face down next to his right hand. If "RAFFLES" was taken in the trick he removes this and places it in his hand.

A player never leads "RAFFLES."

The one securing the trick then leads, and, having "RAFFLES" in his hand, of course the second trick is taken without "RAFFLES" having been played.

Should a player hold "RAFFLES" and neglect to play it at the proper time, his opponent may call "RAFFLES" and score five points. The card misplayed must be taken back and "RAFFLES" substituted, provided the discovery is made before the trick is taken in and turned down.

EXAMPLE—A leads Star Series 10, B plays Star Series 4, C has "RAFFLES," but plays Star Series 11, D calls "RAFFLES" and scores five points. C must at once correct the play, taking up his Star Series 11 and playing "RAFFLES." D then plays Star Series 3, and A, having played a 10, secures the trick.

The "DETECTIVE" cannot lead.

The "DETECTIVE" may be played on any passing trick regardless of whether the player holding this card has suit or not. The "DETECTIVE" takes any trick on which it is played. It cannot be played, however, if the holder has "RAFFLES," as "RAFFLES" must be played on every passing trick.

A player should avoid playing his "O" cards, as they count five points, unless it be in a partner game, when, if his partner has already secured the trick, he can play the "O" card if it is the same series as the lead, thus securing it to his side. Often an "O" card can be held in the hand until the end of the game—that is, until some player is out of cards. This will count for the player's side the same as if taken in a trick, as an "O" card held when the game goes out counts for the hand holding it.

There is usually no particular object in securing "RAFFLES" in the play except when you come to the end of the game. If, however, you have a number of "O" cards in your hand, then it is a good play to secure "RAFFLES" as often as possible, for the reason that this will leave you with cards in your hand at the end of the play.

Play ceases as soon as any player is out of cards.

Cards held by the other players are at once put in the center of the table and not counted as tricks. Those holding "O" cards or "RAFFLES," however, are entitled to the five points for "O" cards and ten points for "RAFFLES."

A player who plans to capture "RAFFLES" at the end of the game must figure to get the lead three or four plays ahead of the end of the game. Any player has the right to inquire of the other players how many cards they have in their hand, provided the number in their hand does not exceed six. In this way a player may know how many tricks there are to the end of the game.

RULES BOILED DOWN

1. You must follow suit except in playing "DETECTIVE." [See Rule 5.] Having no suit, you can throw off or trump.
2. "RAFFLES" can not be led and any card will take "RAFFLES."
3. You must play "RAFFLES" on every passing trick.
4. Remove "RAFFLES" from trick when taken and place it in your hand.
5. The "DETECTIVE" is the highest card, takes any trick played, and can be played at any time unless player has "RAFFLES." The "DETECTIVE" can not be led.
6. Each trick taken counts one. The final holder of "RAFFLES" scores ten. Each "O" card held at the end of the game or taken in a trick counts five. One hundred points is game.
7. Any player can call game as soon as he has 100 points.

EXAMPLE—A has 96 and takes four tricks. He calls game and wins.



RULES FOR PLAYING "PROGRESSIVE RAFFLES"

1. Cut cards for first deal. "Detective" is high card, then 12, 11, etc. "Raffles" is lowest card. Low deals. After first progression visiting lady deals.

2. All tables play one full game. Head table rings bell to notify when to begin each game.

3. The final holder of "Raffles" counts ten points, and five points for each "O" card held in hand or taken in tricks. Each trick taken counts one point.

4. Couples having the highest score progress up. The losers at head table go to the foot table. Change partners each progression.

5. Players should keep their places until score is punched.

NOTE.—One punch should be given at the bottom of score card for the final capture of "Raffles" in each hand.

"RAFFLES" SCORE CARDS for sale at all dealers,
or mailed on receipt of price, dozen in pkg.....10c

Punch for scoring25c

"RAFFLES" Game complete, with six score cards...50c

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Our Great CAZA Board Game A fine present for your boy, \$1.00.
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PROGRESSIVE RAFFLES

SCORE

1

3

TABLE No.	COUPLE No.
NAME	
<i>M</i>	
Date	
RESULTS	
Total Points	Raffles Captured

20

25

5

10

RAFFLES CAPTURED