

HOW TO PLAY BALI

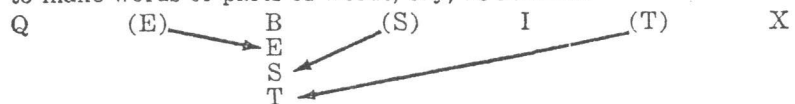
The two-, three-, and four-handed Bali games are based on the solitaire game; read the solitaire rules to learn how the game is played.

SOLITAIRE BALI (played with one deck)

The object of the game is to build words of three or more letters and if possible, to use every single card, playing through the deck once. If, at the end of a game, all cards have been used in completed words, the game is *Balied* and your score is tripled. (Many players have objected to this rule; some ignore it, others allow a doubled score bonus.) On games that end with some words incompletd, the score is based on completed words.

All dictionary words are allowed except proper nouns, contractions, abbreviations, slang, and apostrophized, hyphenated, or foreign words. Variations such as plurals, participles, and comparative endings are allowed.

TO PLAY: Shuffle the deck and deal the top 7 cards, face up, in a horizontal row on the table. This is the panel and it must never have more than 7 columns. Build words by moving the panel cards to make words or parts of words, say, as follows:



An *opening* is made each time a panel card is moved, also when a word is removed. (Completed words can be removed whenever desired, but must not be referred to afterwards to see what letters are gone.) Fill each opening with the top card from the deck. A *deck card may not be exposed until there is an opening to fill*.

Once started a column may not be broken, though it can be moved as a unit. Example:



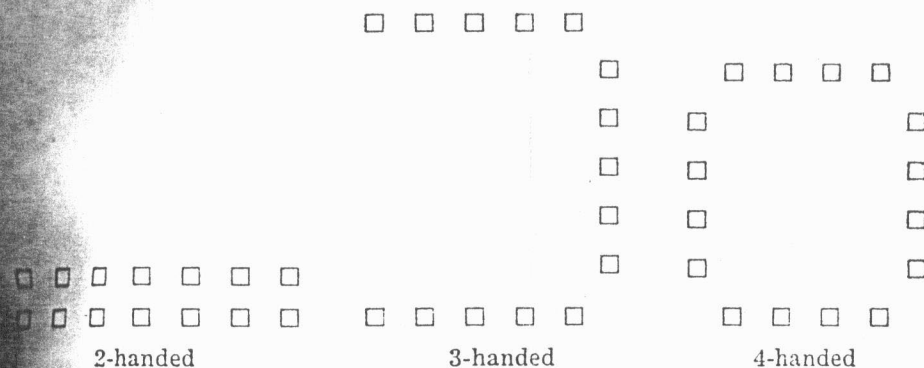
Build either J-EST, R-EST, T-EST, QU-EST, or LA-T-EST. Do *not* build QUART, taking the A from the column LA.

When all the deck cards have been used, play out the remaining panel cards, trying to Bali. Ex:



The first game can be *Balied*, by building PATHS. The second game cannot be *Balied*.

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A game may end before all the deck cards have been turned. This occurs when an opening cannot be made on the panel because no usable combination of the columns or letters is possible and there are no complete words to remove.

SCORING: Numbers on the consonants show their value. To score a word *add the card numbers and multiply by the number of cards*. Thus, ROB is worth 9 points—R and B add up to 3 and there are three cards in the word. PROBE would be worth 20 points, THROB, 25; MICROBES, 56; PROBLEMATICAL, 130. Add all word scores to get your final score. Unused cards are not deducted from the score. Bali solitaire carries the endless challenge of trying to beat one's own best score.

TWO-, THREE-, & FOUR-HANDED BALI

(played with two decks combined)

Read Solitaire Rules First

All three games follow the solitaire pattern. Two decks are combined and shuffled and separate panels are dealt to each player. Players take turns and play only in their own panels, but they may use other players' single cards, parts of words, or even whole words! Words are built, removed, and scored as in Solitaire, highest scorer winning. Panels are 7 cards in two-handed games, 5 cards in 3-handed, and 4 cards in four-handed.

Rules:

1. Player who cuts card nearest A deals the starting panels and goes first. Play passes to the left. Deal opponents' panels first, from left on around.

2. A player may build on *only one* of his columns at his turn, but may play any number of cards to that column.

3. You can only capture letters or columns to build *down* on a letter or word combination in your own panel.

4. When the same letter is available on different panels, a player may choose whichever he pleases. The strategy, of course, is to keep opponents from getting the letters they need (and to capture, if possible, the high value letters that turn up in other panels).

5. A player may use single letters or parts of words from any or all panels, as long as he plays to just one column in his panel. After a turn, dealer fills all openings, from the deck, beginning with the panel at the left.

6. Removing a word counts as a turn in itself and is **not forced**, unless no other play is possible. (Score words as they are removed.) If a player cannot play, he must forfeit one of his **uncompleted** columns by shuffling it into the deck. The choice of *which* column must be forfeited is made by the player whose turn follows.

7. A player who builds a combination of letters which **apparently** doesn't exist in a word may be challenged. If the **challenged player** has no real word in mind, he loses his turn, and the **cards are** returned to their original position. If the challenger is wrong, *he* loses his turn.

8. When the last deck card is turned up, play continues **as before** except that no play may be made that does not result in a **completed** word. Players who cannot complete a word and have no **reason** to remove one simply let the others take their final turns.

9. A player who **Balies** his panel (ends the game with all cards used in completed words) triples his final score. He gets **credit** for the Bali, even though an opponent makes the play that **clears** his panel. If more than one player Balies, each or every **Balied player** triples his score.* (Note: Balies can occur only after the **whole** deck has been dealt.)

PARTNERSHIP RULE

Four-handed Bali may be played as a partnership between players who sit opposite. Partners take turns as a team and play **as a team**, deciding together what they wish to do. They may build on **only** one column at any turn, but it can be in either panel. †

A team may plan to hold words on one of their panels to insure a Bali. When *one* of a team's panels is **Balied**, the partnership score is tripled. When both are **Balied** (a double Bali), the partnership score is tripled twice.*

*See Solitaire Bali, first paragraph.