



BOOK OF RULES

Kam-ra!

A MOTION PICTURE CARD GAME
for
FOUR, FIVE, or SIX PLAYERS

Novel
Exciting
Sociable
Intriguing



The
Rage
of
Hollywood

(trademark)

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KAM-RA CARD COMPANY
P. O. Box 725
HOLLYWOOD CALIFORNIA

KAM-RA!

RULES AND POINTERS

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FOREWORD

In the history of the world nothing has ever so universally intrigued human interest as has the making of motion pictures. From the **Producer** who furnishes the capital, the **Author** who writes the story, the **Director** who makes the picture, the **Star**, **Hero** and other players who act the parts, down to the **Camera** (without which no picture would be made), the art is filled with fascination.

THE GAME

"Kam-ra!" was founded on Motion Pictures. Each player contracts to make a picture of a certain number of reels (from one to fifteen), the object being to show his skill by scoring 300 points and winning the game.

A PICTURE

There are two kinds of pictures, a **Program** (which contains 1, 2, 3, 4, 5, 6 or 7 reels), and a **Feature** (which contains 8, 9, 10, 11, 12, 13, 14 or 15 reels).

A REEL

Each round of cards played (from the first to the last player, inclusive), makes a reel.

CARDS AND SUITS

There are 60 cards divided into 5 suits of 12 cards each. (The 5 suits are the **Dollar** (black), the **Triangle** (red), the **Circle** (green), the **Star** (orange) and the **Square** (blue), each suit being of equal value, excepting the **Dollar**, which is the high or top suit . . . and will buy (or take) any reel, should the player be unable to follow suit.

VALUE OF CARDS

The 5 highest (or top) cards of each suit are known as "**Company**" cards, and rank downward in value as follows: **Producer**, **Author**, **Director**, **Star**, **Hero**; the remaining seven cards are known as "**Extras**" and rank downward, 7, 6, 5, 4, 3, 2, 1.

THE DEAL

Shuffle the cards and deal them face up around the table from left to right. The player first receiving a **Dollar** suit card gets the deal, reshuffles the cards and deals them face down around the table from left to right until all are dealt out. With **4 players**, each receives 15 cards; with **5 players** each receives 12 cards; with **6 players**, each receives 10 cards. Should the dealer expose a card during the deal, or misdeal, he must reshuffle and deal over.

THE BID

After the deal, each player arranges his cards in his hand according to suit and color, carefully studying them to ascertain how many reels he can make, and, starting with the first player to the left of the dealer, each contracts to make a picture containing a certain number of reels (as many as

he believes he can make). However, more than one player may contract to make the same number of reels. For example:

Suppose 4 are playing. The first bidder could contract to make a four-reel picture; the second player, a two-reel picture; the third player, a one-reel picture and the last player, a four-reel picture (depending upon the strength of their hands).

The player contracting to make the greatest number of reels is known as the "highest bidder" and scores as provided for under "Scoring." If more than one player contracts to make the highest number of reels, the one first making the contract is the "highest bidder" and gets the lead. But in no case shall any player have more than one bid.

SCORING

Each player scores 10 points for each reel he contracts to make, unless he is the highest bidder, in which case he scores 10 points for each and every reel he makes. But in no event shall a player score anything if he fails to make his contract.

A player who has not contracted to make one or more reels may not score anything.

If a player is the highest bidder and makes over seven reels, he has a Feature Picture and counts double for each reel over seven.

A player scores an additional 20 points for each and every Star-Company card (a Star card of any suit), and an additional 10 points for each and every Hero-Company card (a Hero card of any suit) that he captures (takes in).

PENALTIES

A player who fails to fulfill his contract is penalized 10 points for each and every reel he has con-

tracted to make and cannot score anything for the hand.

A player who revokes (one who fails to follow suit when able to so do) may not score and, if he fails to fulfill his contract, also is penalized as provided.

A player who looks at his cards before the deal is completed is penalized 10 points.

Once a card is exposed in play, it cannot be recalled.

THE WINNER

The player who first scores 300 points wins the game and is plus the difference between 300 and each of his opponents' scores. If more than one player score 300 points at the end of the same hand, the one with the greatest total score is the winner. In case of a tie for highest score, each winner is plus the difference between 300 and each of his opponents' score.

KEEPING SCORES

To avoid disputes, mark down each player's contract as bid, keep individual scores on paper (or on "Kam-ra! Score Pads") and, at the end of each game, settle the plus and minus scores with counters.

P-A-D-S-H

Players may easily memorize the rank and value of the "Company" (or top) cards by learning to know them as:

P for Producer
 A for Author,
 D for Director,
 S for Star
 H for Hero.

Analysis of Four-Handed Game of

KAM-RA!

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THE TABLE IS SET FOR FOUR PLAYERS Known as K, A, M and R

Dollar A-S-6-5
 Triangle... P-7-6-4
 Circle..... P-7
 Square..... 7
 Star..... A-S-H-3

Dollar 7
 Triangle..... H-5
 Circle..... A-4-2
 Square... A-H-6-4-2
 Star..... P-5-2-1



Dollar..... D-H-2-1
 Triangle..... 3-1
 Circle..... S-H-5-3
 Square..... P-D-1
 Star..... 7-6

Dollar P-4-3
 Triangle... A-D-S-2
 Circle..... D-6-1
 Square..... S-5-3
 Star..... D-4

THE BID

Having arranged the cards according to suits and colors, the players contract to make the following number of reels: K, holding a Producer and a protected Author, two reels; A, holding a Producer and two protected Authors, three reels; M, holding two Producers, two protected Authors (one with three Dollars suit cards), five reels; and R, holding

a Producer and four Dollar suit cards (one being a Director, which he is sure he will make good), two reels.

THE PLAYS

M, having contracted to make the greatest number of reels, gets the lead, and plays the Dollar-5; R plays the Dollar-1; K plays the Dollar-Producer; A plays the Dollar-7; and K takes the reel.

K leads the Triangle-2; A plays the Triangle-5; M plays the Triangle-Producer; R plays the Triangle-1, and M takes the reel.

M leads the Dollar-Author; R plays the Dollar-2; K plays the Dollar-3; A plays the Star-1, and M takes the reel.

M leads the Circle-Producer; R plays the Circle-3; K plays the Circle-1; A plays the Circle-2, and M takes the reel.

M leads the Square-7; R plays the Square-Producer; K plays the Square-3; A plays the Square-2, and R takes the reel.

R leads the Circle-5; K plays the Circle-6; A plays the Circle-Author; M plays the Circle-7, and A takes the reel.

A leads the Star-Producer; M plays the Star-3; R plays the Star-6; K plays the Star-4, and A takes the reel.

A leads the Square-Author; M plays the Dollar-6; R plays the Square-1; K plays the Square-5, and M takes the reel.

M leads the Star-Author; R plays the Star-7; K plays the Star-Director; A plays the Star-2, and M takes the reel.

M leads the Star-Star; R plays the Dollar-Hero; K plays the Square-Star; A plays the Star-5, and R takes the reel.

R leads the Dollar-Director; **K** plays the Dollar-4; **A** plays the Circle-4; **M** plays the Dollar-Star, and **R** takes the reel.

R leads the Square-Director; **K** plays the Triangle-Star; **A** plays the Square-4; **M** plays the Triangle-4, and **R** takes the reel.

R leads the Circle-Hero; **K** plays the Circle-Director; **A** plays the Square-6; **M** plays the Triangle-6, and **K** takes the reel.

K leads the Triangle-Author; **A** plays the Triangle-Hero; **M** plays the Triangle-7; **R** plays the Triangle-3, and **K** takes the reel.

K leads the Triangle-Director; **A** plays the Square-Hero; **M** plays the Star-Hero; **R** plays the Circle-Star, and **K** takes the reel.

TOTAL REELS AND SCORES

K takes 4 reels, but having contracted to make only 2 reels, scores only 20 points for reels, plus 10 points for capturing the Circle-Hero; 10 points for capturing the Triangle-Hero; 10 points for capturing the Square-Hero; 10 points for capturing the Star-Hero; 20 points for capturing the Circle-Star, making a total score of 80 points.

A takes only 2 reels (failing to fulfill his contract of 3 reels), is penalized 30 points.

M takes 5 reels (fulfilling his contract), and scores 50 points.

R takes 4 reels, but having bid only two, scores only 20 points for reels, plus 10 points for capturing the Dollar-Hero; 20 points for capturing the Star-Star; 20 points for capturing the Square-Star; 20 points for capturing the Dollar-Star; 20 points for capturing the Triangle-Star, making a total score of 110 points.

SUGGESTIONS FOR PLAYS AND LEADS

In a four-handed game the first player should lead a **Producer**, if he holds one. If not, he should lead from a **protected Author** (an Author with one or more cards) endeavoring thereby to force out the **Producer** and make his **Author** good on the second lead of the same suit.

If the player next to the left cannot follow suit, he can discard from any other suit or buy the reel with a **Dollar** suit card (a low one), if it is the first time the suit has been led. If it is the second or third round of the suit, then he must consider what cards are out against him and decide his play accordingly.

If a player holds 4 or 5 **Dollar** suit cards (this suit being of highest value) and a long suit (the **Producer**, **Author**, **Director** and 2 or 3 smaller cards of another suit), he should first lead the other players out of their **Dollar** suit cards and then make his long suit good. But should he have no long suit with the **Dollar** suit cards, he should first lead his lowest **Dollar** suit cards and force the high **Dollar** suit cards out of his opponents' hands, then hold his remaining **Dollar** suit cards to capture the **Star** and the **Hero** cards when they fall on the final reels, as they generally do.

After a suit has been led twice, it is to be expected that the third lead of that suit will be bought (or taken in) with a **Dollar** suit card, unless all **Dollar** suit cards have been played.

When holding only one card of any suit and one or more cards of the **Dollar** suit, lead the single card so you can buy the next reel with a **Dollar** suit card, should your opponents return your lead.

If the next to the last player holds a **Director**

and a higher card of the suit being led for the first or the second time—and no higher card of that suit has been led—he should play his **Director** to prevent the last player from taking the reel with a **Star** or **Hero** card of that suit. And if he gets the reel, he should lead back his highest card of the same suit, in order to capture the **Star** or the **Hero** of that suit should it be forced out.

In a five-handed or a six-handed game, a player cannot be so sure of making his high cards as in a four-handed game. At least one of his opponents is apt to be without suit on the first lead, and a **Producer** or an **Author** that could be counted as sure to take a reel in a four-handed game would now, most likely, be taken with a **Dollar** suit card by a short-suited opponent. . . . But, unless a player's hand indicates that one of his opponents is short-suited, he should bid his **Producers** in the hope of making them good.

Only protected **Dollar** suit cards (an **Author** and one, or a **Director** and two, or a **Star** and three, or a **Hero** and three) can be counted as sure reels, but the holder must keep them protected to make them good, keeping track of the higher **Dollar** suit cards still out, so he may know when to play his own.

When all **Dollar** suit cards have been played, count on making good the high cards of your other suits.

Most important in playing the game is to remember the cards of each suit as they are played, especially the **Star** and the **Hero** cards, and those higher in taking values, so you can decide which of your cards become valuable or worthless as the game progresses. Otherwise a valuable card which could capture a "Star" or a "Hero" card on the final reels, where these cards usually fall, might be discarded.

Aim to capture the **Star** and the **Hero** cards, as they greatly add to your score, if you fulfill your contract.

Keep track of the various scores and endeavor to set the player with the highest total by helping the player with the lowest total to make any reels you, yourself, cannot take, thereby increasing your own chances of winning the game in the next hand.

It is not always the highest bidder who wins the game. He may have contracted to make as many as 6 reels, and, by fulfilling his contract, score 60 points; yet his opponent, who has contracted to make but 2 reels, may capture 3 **Star** cards and a **Hero** card, and, by fulfilling his contract, score 90 points.