

# 破突陣敵

ムーゲルスバ



(3)

治警砲	手	子	トカ
機関銃	手	子	トカ
手榴彈	手	子	トカ
迫撃砲	手	子	トカ

(2)

手榴彈	手	子	トカ
機関銃	手	子	トカ
迫撃砲	手	子	トカ
戦車	手	子	トカ

(1)

手榴彈	手	子	トカ
機関銃	手	子	トカ
迫撃砲	手	子	トカ
戦車	手	子	トカ

(6)

治警砲	手	子	トカ
機関銃	手	子	トカ
手榴彈	手	子	トカ
迫撃砲	手	子	トカ

(5)

手榴彈	手	子	トカ
機関銃	手	子	トカ
迫撃砲	手	子	トカ
戦車	手	子	トカ

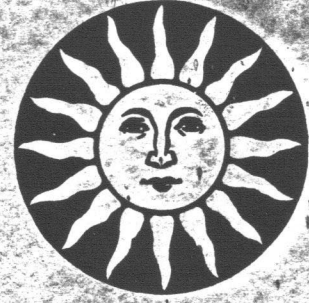
(4)

手榴彈	手	子	トカ
機関銃	手	子	トカ
迫撃砲	手	子	トカ
戦車	手	子	トカ

解答  
左の順序に動かして御覧なさい

# JAN-KEN-PO

The *GREATEST* and *MOST* POPULAR of JAPANESE GAMES



BASED ON THEIR CELEBRATED & UNIQUE ROUND OF STONE, SCISSORS AND PAPER

Parker Brothers Inc.  
SALEM, MASS.  
NEW YORK & LONDON

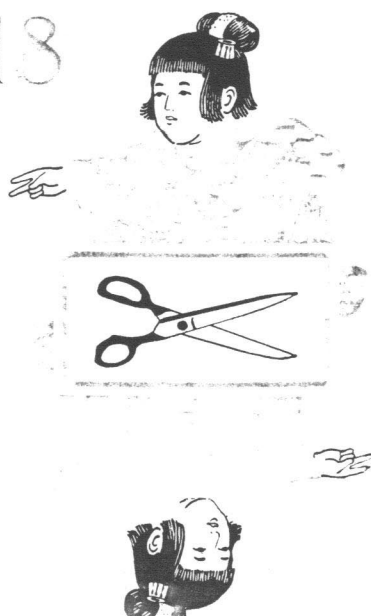


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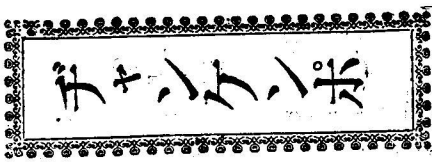
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18



91



AGCA ARCHIVES

# Rules for Playing

The GAMES of

# JAN KEN PO

(Which translated from the Japanese means "one, two, three.")

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**PARKER BROTHERS (INC.)**

SALEM, MASS., U.S.A., NEW YORK and LONDON

THE VARIOUS GAMES PLAYED with these cards are all based on the well known Japanese round of **STONE, SCISSORS and PAPER.**

**PAPER will Wrap the STONE  
STONE will Break the SCISSORS  
SCISSORS will Cut the PAPER**

Thus each of the three is conquered by one, and conquers one of the other two

## Game ONE

Shuffle the cards and deal **FIVE CARDS** to each player. The player at the left of the dealer leads one card, and all the others follow in turn, to the left.

If a player has a card **OF THE SAME KIND** that is led (Scissors, Stone or Paper) **HE MUST PLAY THAT KIND**, but if he has not, he may play any kind he chooses. The winning of the round is determined by the following rules:

1. If all the cards played are of the **same kind**, the one who played the **highest card** of that kind wins the round.
2. If **two kinds of cards** are played (since one kind would conquer the other), the person who played the **highest card of the conquering kind WINS THE ROUND.**
3. **IF ALL THREE KINDS ARE PLAYED** in one round, then since there is no one kind that conquers both the others, the **highest card of the KIND THAT LED the round conquers.**

REMEMBER in playing that "Paper" conquers "Stone" (because it can wrap it); "Stone" conquers "Scissors" (because it can break them); "Scissors" conquers "Paper" (because it can cut it).

The player who wins a round leads a card for the next round, to be followed by the others, as before, and so on until each player has played his five cards.

When the first five cards have been played, the remainder of the pack is shuffled and five more cards are dealt from it to each of the players. After **four rounds** have been played with the pack the cards are all picked up and dealt over again. (When five or six persons play, the cards are reshuffled after three rounds are played.)

Each player keeps account of the number of rounds he has captured, and the first to count up 10 rounds **WINS the GAME.** As soon as any one player or set of partners has won **ten rounds**, the game is ended, whether all the cards dealt are played or not.

## Game TWO

This game is played exactly the same as game one, except that in counting the score, instead of counting the number of rounds won each player adds together and counts all the Fives (5), Tens (10) and Fifteens (15) there may be in the rounds he has won. Two hundred (200) constitutes a game, and the one that first scores **TWO HUNDRED**

カードを以ていたす此遊法は何人でもよく知て居る石、剪刀、紙の闘いにも基づくあそびで御座います。紙は石を包み石は剪刀を破り剪刀は紙を切るの御座います。そして其三個の各一個は二個の内一個に勝ち他の一個に負けるので御座います。

### 第一

カードを能く混せて毎々に五枚づつ分配します。初めの人一枚を出し他の人々は順番に左方に廻て矢張一枚づつ出します。人々が初めに出したカードと同種類のカードを所有して居れば(剪刀、石、紙)其の種類を出さねばなりません。但し持て居らねば何でも勝手に出して宜敷い。其一周を取る者は第二番目の一周を始めて先づ一枚を出し他の人々は左方に廻りて丁度前の通りにいたします。其一周に勝つ者はまた一周を始める。かくて何回でもカードを悉く出したるまで続きます。それからカードを能く混せて五枚づつ分配してまたやり直します。勝つ人は幾度勝たかを算へて初めて十週勝た人は勝利を得ましたのです。誰か一人組に分けてやる時には一組が十週勝たらカードを皆出して居らなくても其人が勝利を得ましたのです。

一周に勝つ事は左の規則に基まつてゐます。

第一、出したカードが皆同じ種類ならば一番高い数の附く居るカードを出した人が勝つのです。

第二、二種類だけ出して居れば其一つは必ず他に勝つものであるから其勝つ種類の一番高い数のついでおるカードを出した人が勝ちます。

第三、三種類を出して居れば勝つ種類がありませぬから初めに出した種類が勝つものゝ代りて其種類の一番高い数のついでおるカードを出した人が勝ちます。

### 第二 (トランプ)

第一、二大端同じ様にカードを出します。が一つ相違がある即ち此遊法では一つのカードの種類はトランプになります。一種類がトランプになれば他の二種類に勝つ力を得たので御座います。假令石の種類がトランプになれば剪刀に勝つのみならず矢張紙にも勝つ力を得たので御座います。そうすれば紙は何にも勝つ力はない。剪刀はもこの通りでやはりはな

この遊法にカードを五枚づつ分けてから遊法を始める権利のある人が先づ始め他の人々は左の方に順番に回つてトランプの種類をきめる権利を得たいと思つて競争を致します。例へば初めの人に二を申し出せば次の人はもつと高い数を申し出す事ができる。あつて人は又それよりも高い数を申し出す事が出来る。而して一番高い数を申し出した人がトランプをきめる権利を有するので御座います。其人はまた初めにカードを出す権利もあるのです。其人は申し出した数だけ勝れば其数だけの罰金がありま

down he takes all three cards. If it does not, then the next player to the left continues, and so on till the card thrown down by some player conquers the card thrown down immediately before it, when that player takes all the cards thrown down, and places them on top of the cards he holds. He then throws down another card to be played on as before. **AS SOON AS ALL THE CARDS** of any one player are exhausted the game is finished, the uncaptured cards are left on the table, and **THE ONE WHO HAS THE LARGEST NUMBER OF CARDS IN HIS HAND WINS THE GAME.**

**Game FIVE**

Deal all the cards to the players, laying the last card in the center of the table to build on. Each player lays his cards in a pile face downward on the table in front of him. The first player then takes a card from the top of his pile, and if it will conquer the card in the center of the table he lays it on it and proceeds to play another card. If this card will conquer the one on top that he just laid down he lays it also on the top of that one and proceeds to play another one, as long as he can thus play conquering cards. When he can no longer play conquering cards he lays the last card on the table face upward in front of his other pile, to form what is called a "Reserve Pile." When the game is advanced so that the player already has a "Reserve Pile," he may play at his option, either from this "Reserve Pile" or from his main pile, even after he has taken up the card from his main pile and examined it. When the first player can no longer build and lays his card on his "Reserve Pile," the next player to the left proceeds to play in the same manner, and so on in succession continuously. Whenever a player has exhausted all his main pile he shall turn his "Reserve Pile" over and proceed to use that as a main pile, starting another "Reserve Pile" as before. The game continues till some one player has exhausted all his cards from both his main and his "Reserve" piles, and that player has won the game.

When there is an even number of players they may divide and play as **PARTNERS**. In this case a player may play from his Partner's "Reserve Pile" the same as from his own. The game is then won only when all the cards of all the partners on one side have been played.



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FULL OF INTENSE EXCITEMENT  
AND STARTLING INTEREST

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**PARKER BROTHERS**

INCORPORATED

Salem, Mass., New York and London

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At stores or by mail.

{OVER}

第七 第八  
カードを洗って鉄々に五分けカードか若しくは他の適當なものを表の中央即ち凡ての遊人の便利の所に置きませうと前に出したカードに勝つ事を見れば其人は遊の中へ出て出たカードを持取り自分のカードの上に加へた人又は勝つて自分のカードを出して勝つて来た人、カードを出さぬ人も其様にカードを取らざる事かできず然しカードが勝たない場合は中央のものを取る事かできず其人は其の二度カードのものに勝つ事かできず其のものを取る事かできず

第九  
この遊では鉄々に五分けカードか若しくは他の適當なものを表の中央即ち凡ての遊人の便利の所に置きませうと前に出したカードに勝つ事を見れば其人は遊の中へ出て出たカードを持取り自分のカードの上に加へた人又は勝つて自分のカードを出して勝つて来た人、カードを出さぬ人も其様にカードを取らざる事かできず然しカードが勝たない場合は中央のものを取る事かできず其人は其の二度カードのものに勝つ事かできず其のものを取る事かできず

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