

# "SCARNIE"

## "Game of Champions"

Patent Pending

Registered U. S. Patent Office

2 - 3 or 4 persons may play

This fascinating new game of Scarnie takes its name from John Scarne, whom "Believe It Or Not" Ripley selected as the world's leading card expert. Mr. Scarne has spent a life time studying games of chance and skill. Intimately familiar with all forms of games based on cards, dice, spinning tops, pointers, roll downs, etc., he sought to devise a game, the principles of which could be learned even by children in the first few plays, but which through the elements of chance and skill had almost unlimited opportunity for strategy. It is an entirely new game, resembling none other.

### EQUIPMENT

The Scarnie Board, on which are indicated four stations.

Twenty-eight pawns numbered from one to twenty-eight, of which twenty are of one color and eight of another.

### THE DEAL

After the pawns have been placed face down and mixed, each player selects a pawn at random, the player getting the lowest numbered pawn being the dealer. The player to the dealer's left becomes the next dealer, and so on around the table.

The dealer then mixes all the pawns, face down. The player to the dealer's left selects any seven pawns, the next player seven, around the table, the dealer taking the last seven pawns. Still face down, the pawns are placed on the circled positions directly under the numbers from 1 to 7 before each player. The dealer calls "Play" and the pawns are then faced up, in the same position as occupied when they were faced down.

### THE PLAY

The object of the game is to force an opponent to remove or "kill" the last remaining pawn, the winner being credited with the number of points on the last pawn. This count is doubled or tripled if the remaining pawn is on the "Double" or "Triple" position, and of course no score is made if the last pawn is on the "Draw" position. Game is 100 points, and successive deals are made until this score is reached.

Beginning with the dealer, thence to his left, each player must play in turn. No one can pass. Each player removes one, two or three pawns, subject to the following rules:

1. Pawns may be removed from any station by any player, but from only one station on one play. He may play from the same station or from any other station, on subsequent plays.

2. Although one, two, or three pawns at the player's option may be removed in one play, the pawns must be of the same color.

3. The numbers on the board are for convenience only, for example: if you do not wish to reach across the board to remove the pawns merely call the number or numbers in front of the pawns you wish to remove. The person sitting nearest will then remove the pawns and place them in the middle of the board.

### PARTNERS

Partners sit opposite each other. It should be remembered that any player sitting in any position can play any where on the board.

Manufactured by  
**JOHN SCARNE & CO.**

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