

error in pairing has been made, so all pairs must be checked and the improperly paired cards taken back in hand and the led card taken to continue the game.

If it is discovered at the end of any game that all pairs are not correctly paired (a 3 boy with a 5 girl for instance), that trick does not count and the player is penalized one point for each error.

\* \* \* \* \*

**Playing Partners:** Pals can be played by partners, either by totaling the partners' combined points in each game to determine the four credits for the series; or by combining their total points until 100 or "A Century" is scored.

**Alternate Method of Scoring:** If players prefer (playing as individuals or as partners) to play a fixed number of games, or for a fixed length of time, then the point scoring should be kept for all games and the highest number of points when play ceases wins.

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**Pals Played by Two:** If Pals is played by only two players, the joker—"My Pal," is left out, and 11 cards are dealt to each player one at a time. The balance of the deck is placed face down in the middle of the table.

Both players lay aside for final scoring all pairs of Pals held in hand. The dealer then leads a card, calling its name. His opponent

can take this trick with its Pal card, or with any card—boy or girl—of a higher number (starred cards being highest). If a lower numbered card is played, the leader takes the trick. Whoever takes the trick then draws one card from the top of the deck and if possible pairs it with a card in his hand and places it aside with his other pairs or tricks. The opponent then draws a top card from the deck, but cannot pair it and lay it down until he later takes a trick. The taker of the last trick again leads from his hand; whichever player then takes the trick again draws from the deck, pairs if possible, and after the opponent has also drawn from the deck (without pairing) resumes the lead from his hand.

Play continues in this manner until all cards are drawn from the deck. Thereafter both play from their hands each taker of a trick leading until one plays his last card and calls "Out." The last trick goes to the one who can pair it or plays the higher numbered card. The winner is one who has largest score, counting one point for each pair of Pals; two points for each pair of Captains; and three points for the player calling "Out." (Game score can be 50.)

Note: only pairs of Pals count as tricks—the tricks taken with higher numbered cards are "flat tricks" and have no scoring value.

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## RULES FOR PLAYING • PALS •

### The Fascinating New Game for Children

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Walter H. Schaefer, Philadelphia, Pa.

The 53 cards in a Pals deck include a joker called "My Pal" and four troupes of 13 cards each. Two boy troupes—a yellow troupe and a red troupe—each includes 13 boy characters (12 numbered 1 to 12, and a boy captain marked with a star); and two girl troupes—one blue troupe and one green troupe—include 13 girl characters (12 numbered 1 to 12 and a girl captain starred.)

A "Pair of Pals" consists of one boy and one girl of the same number, regardless of troupe colors; or one boy captain with either girl captain.

**Number of Players:** Pals can be played by 3, 4, 5 or 6 players.

**To Start the Play:** Anyone may shuffle the deck and deal the cards face up until one player is dealt a starred card. That player deals the first game; the deal thereafter passing around to the left.



# PALS KARTOON KARDS

Copyright 1939 by Walter H. Schaefer.

## PALS

A distinctive set of Kartoon Kards for children,  
—unique, wholesome, entertaining.

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Walter H. Schaefer, Phila., Pa.

Pals card characters are named  
and numbered as follows:

2 Troupes—Boys		2 Troupes—Girls	
Hugh Wood	1.	Taka Sneak	1.
I. M. Reddy	2.	Tacoma Friend	2.
Butt U. Hafta	3.	Lotta Bunk	3.
Hawe Kum	4.	Iva Date	4.
Watt Fore	5.	Betta Scram	5.
R. U. Withus	6.	Seemie Later	6.
Obie Still	7.	Ura Honey	7.
U. R. Daffy	8.	May Bee	8.
Knott Able	9.	Jamaica Date	9.
Will Hugh	10.	Bea Nice	10.
O. K. Kidd	11.	Wanna Bite	11.
Happy Daze	12.	Watta Laff	12.
Sam's Son	★	Miss America	★

(Joker) "My Pal"

A pack of PALS is a pack of FUN  
J. F. CROSS, Agent  
250 Fifth Ave., New York, N. Y., U. S. A.

Printed in U. S. A.

## ★ MY PAL



## ★ Sam's Son



Dealer gathers and shuffles the cards, then deals one at a time **face down** left to right until all cards are dealt out. One or more players will have one more card than the others, but the rotating deal evens this up in a series of games. Cards must remain face down in front of each player **until all cards are dealt**. The dealer then calls "Pair your Pals." Players then pick up and sort in hand their cards, pairing as many boys as possible with girls of the same number. These "pairs of Pals" are placed face down beside each player for later check-up as to correct pairing,—they must be real Pals as for instance a No. 3 boy with a No. 3 girl, or one boy captain with a girl captain.

(Penalties for errors are explained later.)

When the dealer later calls "Play Pals" all pairing must stop, and the play begins (reasonable allowance of time should be given, especially for new or young players).

**Playing the Remaining Cards in Hand:** The dealer leads face up in center of table any card, calling aloud the name of the card as he plays it. A player holding its Pal card plays it quickly, calling aloud its name and taking the trick. (Quickness is necessary because there may be 2 Pal cards outstanding for each card played early in the game. Players soon become familiar with each card, its name, its number and its Pal card.) Tricks so taken are placed along-

side each player with the other pairs of Pals. Whoever takes the trick then leads any card. (If "Play Pals" has been called before all of his pairs have been laid aside, he can now lead such pair or pairs **one card at a time**, calling aloud each name, and quickly taking the trick with its Pal card unless another player covers it first with its other Pal card. He then leads any unpaired card calling aloud its name.)

Play proceeds in this manner until one player plays his last card. This last card must not be played upon, as one game of the series has thus ended.

**Playing the Joker—"My Pal":** "My Pal" can be played at any time to take any card led by another player, calling aloud "My Pal." This counts one extra point in scoring. It is wise to hold "My Pal" until other players have only a few cards in hand. If a player finds he can pair all cards in his hand except two, one of which is "My Pal," he should take the next trick with "My Pal," and thereafter play his remaining pair or pairs and then play his last card, thus completing one game.

**The Lone Scout Trick:** Should a player use "My Pal" to take a trick early in the game, it may happen that the normal pairing Pal card of the card thus taken by "My Pal" will be led later. If the other pair of Pals of this same number has been played, there is no Pal card left, and this odd card is known as the "Lone

Scout." Whoever leads this Lone Scout (which can not be taken) then leads another card, and the player holding its Pal thus takes a trick including **three** cards. This Lone Scout trick counts one extra point in scoring.

**Scoring:** When a player plays his last card to complete one game of the series, scoring for that game is totaled as follows:

- 1 point for each pair of Pals paired or taken as tricks during the play;
- 2 points for each pair of Captain Pals;
- 3 points for player who first disposes of all cards;
- 1 extra point for a pair including the "My Pal" card;
- 1 extra point added to the above pair values for the Lone Scout trick.

The player who first wins four games wins the series.

**Penalties:** Calling aloud the name of each card as it is played adds greatly to the fun of the game, and failure to call aloud is penalized. Should a player lead and fail to call the name, the lead card must be taken back, and the lead passes to the player on his left. The player who plays a card to take any card led without calling its name is entitled to the trick but loses his lead, which passes to player on his left. If during the game, a card is led (other than the Lone Scout Card) that cannot be taken, an