

The Game of Straight

NO-JOKE

NO-JOKE is another game developed by J. W. Patterson, the originator of the well-known games called CONTACT, HI-RO, NUBS, SHELL-OUT, HURRY HOME, DISCRETION, and others.

NO-JOKE is a truly different game. It is designed for your playing pleasure. There are no letters for spelling, no numbers to add, or subtract; simply a game of matching symbol combinations. Play STRAIGHT NO-JOKE if you prefer a light and easy yet extremely fascinating game. If you prefer a game of more serious qualities which requires deeper thinking, we recommend PROGRESSIVE GROUP NO-JOKE. Those who enjoy solitaire will find NO-JOKE SOLITAIRE most interesting.

STRAIGHT NO-JOKE

From 2 to 6 persons can play STRAIGHT NO-JOKE at one time. It is quite interesting for both young and old, and can be learned by following the directions closely while playing the first hand.

**FOR LARGE GROUPS OR
PARTIES MIX TWO PACKS OR
USE A DOUBLE DELUXE PACK**

DIRECTIONS

(Play the hand as you read the directions)

TO START THE GAME: Place all 35 of the playing pieces face down on the table. Mix them well before drawing. If 2, 3 or 4 players are in the game, each must draw 6 sticks. The sticks should be held in the hand in the form of a fan. The symbols are the same on either end of the sticks. If 5 players are in the game each must draw 5 sticks. If six players are in the game each must draw only 4 sticks.

Anyone of the players may be chosen to lead first on the first hand of a game. On each succeeding hand thereafter, the lead moves to the next player on the left and continues moving around in this manner during the entire game.

The player chosen to lead plays one of his sticks face up on the table. The next player to the left plays one of his sticks beside the one just played, providing that he plays a stick with a symbol on it that matches a like symbol on the first stick played. The symbols that are matched must be in the same position on each of the sticks.

For example, in Fig. 1, the first stick played has on it, in the first position, a heart, in the second position, a spade, and in the third position, a spade. The second stick played in Fig. 1 matches the first since each stick has a spade in the same position. The third stick matches the second by each having hearts in the same position. Sticks 3 and 4 match with clubs and sticks 4 and 5 match with stars.

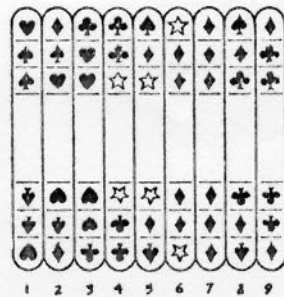


FIG. 1

OBJECT OF THE GAME

The object of the game is to line up as many symbols in a row as possible. While it is necessary to match at least two symbols it is important to match as many of the same symbols in a continuous row as you can. When as many as three symbols are lined up they are called a run. It is possible to line up as many as 7 like symbols in a continuous run. In Fig. 1 there has been created a run of diamonds. Beginning with stick 5 the run continues through sticks 6, 7 and 8. The number 9 stick has broken the run. When a run is broken, the player who played the last stick in the run removes all the sticks from the center of the table except the last stick played, which, of course, was the stick that broke the run. A run starts with three and continues until broken.

The player who plays the last stick in a run before it is broken is the one rewarded. When a player captures a number of sticks as just outlined, he must place them face up in front of him so that the other players may see what sticks have been removed. The play continues from this point, by playing against the last stick played, which is still on the table. Always play across the table in the same direction. You can only play against the last stick played. This eliminates playing on both sides of the sticks on the table.

TO DRAW FROM RESERVE

If a player cannot make a play that will match, he is forced to draw from the reserve one stick at a time until he can play or until he has the limit of 10 sticks in his hand, or until all of the sticks have been drawn from the reserve, before the limit of 10 has been reached. If he still is unable to play he must pass and show his hand to the other players long enough for them to satisfy themselves that the pass is legitimate.

A player may draw from the reserve at any time during his play if he chooses. This is often done in an effort to draw a stick that will continue a run. A player can draw up to a limit of 10 sticks in his hand. The only hazard in drawing a large number of sticks is the WIPE OUT. If a player has 4 or more sticks left at the end of a hand his entire accumulated score is wiped out. He starts into the next hand with a clean slate.

SCORING

One hand is completed when a player has played his last stick, or when no one can play and all players have been forced to pass.

One game consists of 50 points. Each stick that is captured during a hand counts one point for the player capturing it. If a player is caught holding four or more sticks when the hand ends, he loses not only what he has made on that particular hand but his accumulated score of all other hands played this far in the game.

ANSWERS TO QUESTIONS THAT MAY COME UP

If a double run is started and a play is made that continues one run and breaks the other, the run that is broken is the one that is considered. The player who made the last play on the run that is broken takes the sticks even though the other run would have continued. The same applies in case three runs are created at the same time or even if they overlap. It is always the run that is broken that has precedence over the others.

When a player ends a hand by playing his last stick and the stick does not break the run, or if it continues a run, he takes all the sticks left on the table. If the last play breaks a run the player takes only the stick that is left on the table after the player who has earned the broken run has removed his captured sticks. If the last stick continues a run the player making the play takes all the sticks because no run is broken and because he is the first one to play all the sticks out of his hand. If a hand is ended by all players being forced to pass the sticks remaining on the table are not considered

If a player captures enough sticks during a hand of play to put his score up to or over 50 points the game is ended at that instant, regardless of the status of the hand that is being played. Always play against the last stick that has been played.

There are 7 like symbols in each of the three positions. If Double pack is being used then number of symbols will be increased to 14 in each position

If no one can play and all players have been forced to pass, the hand is ended and the sticks remaining on the table are not considered in any way, even though there might be one or more runs progressing at the time the hand is ended.

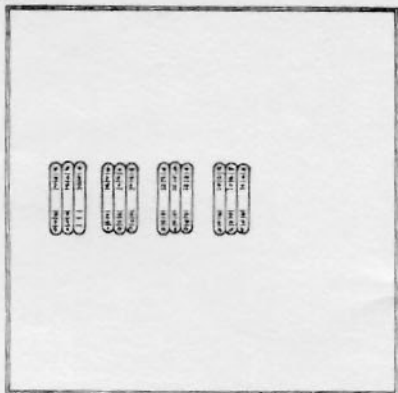


FIG. 2

Progressive Group NO-JOKE

For Two to Six Players
DIRECTIONS

(Play the hand as you read the directions)

TO START THE GAME—Place the 35 playing pieces face down on the table. After mixing them well each player draws 4 pieces or sticks as they are called. Anyone of the players may be chosen to play first. On each succeeding hand the lead moves to the player on the left. The player chosen to lead plays one of his sticks face up on one extreme side of the table as shown in Figure 2, the next player to the left plays one of his sticks beside the one just played. This is shown as stick No. 2 in Figure 2. The third, or next player to the left plays No 3 stick beside the No. 2 stick. The third stick played completes a group. The symbols do not have to match in this game as they do in Straight NO-JOKE. After one group consisting of three sticks is completed another group is formed in the same manner by each player in the game taking his regular turn of play. Always leave a space between the different groups. Draw another stick from the pack after you have played one. By this method you will have 4 sticks in your hand at all times until all the sticks have been drawn from the pack. After the pack is gone you continue to play reducing the number of sticks in your hand until all sticks have been played. When all the sticks have been played one hand is completed. Four hands complete a game.

OBJECT OF THE GAME

The object of the game is to capture or take as many of the groups as you can. Each stick captured by a player is counted and added to his individual score.

HOW TO CAPTURE A GROUP

In Figure 3 by reading across the ends of the 3 sticks you will see that there appears a Heart, a Club, and a Spade. The other symbols in Figure 3 are not considered in the play because it is only the symbols appearing across the ends of the sticks that are considered in the play, that is, after the sticks have been played into a group. The 3 symbols appearing on the stick that you capture the group with, are all taken into account. Again referring to the symbols across the ends of the group in Figure 3, there is one stick and one only in the entire pack that has those same 3 symbols on it. If you have it in your hand or draw it during your regular turn of play you can play it across the group, as in Figure 4, leaving it there long enough for the other players to see that it is the proper stick with which to take the group. You may then remove the 3 sticks in the group and the one with which you took it, making 4 sticks in all. The symbols on the stick taking the group must be the same as those across the ends of the group but the symbols do not have to be arranged in the same order. Keep the sticks that you capture during a hand in your possession so that they can be counted at the end of the hand. Do not mix them with the sticks in your hand.



FIG. 3

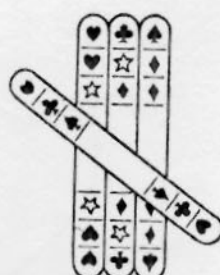


FIG. 4

WHEN TO CAPTURE A GROUP

Even if you have in your hand the stick that will take a group you do not necessarily have to play it until you choose to do so. Your judgment at this point of the game is quite important. In Figure 5 there appears 6 groups, 5 of which are complete and the sixth only having in it two sticks. If some player plays the sticks with 3 Hearts on it onto group No. 5 he can then remove or take for his own all the sticks in group No. 5, the one with which he took the group and the 2 sticks in group No. 6. If No. 4 group is captured, with it goes the sticks in group No. 5 and No. 6. If No. 3 is captured, with it goes groups No. 4, 5 and 6, or in other words when a group is captured all of the sticks on the table that have been played since the particular group that is being captured goes with the captured group. If some player should have the stick with which to take group No. 1 and he should wait until several more groups have been formed, he is rewarded by taking every stick on the table, since all

other sticks have been played since the No. 1 group that is being captured. Of course, if he should wait too long and some other player should play a stick that, for instance, takes group No. 2 there would not be much left for the player who was waiting to take group No. 1. That would be no joke for the player who waited too long. After a group or groups have been removed the play continues from the last group remaining on the table or if all have been removed start forming groups in the same place as you did with the original No. 1 group.

SCORING

Each player must keep all the sticks he has captured during the hand. Do not get them mixed with those in your hand. As stated previously, one hand is completed when all the sticks have been played. One game is completed at the end of 4 hands of play. At the end of one hand the score keeper must give each player a score equal to the sticks that the player has captured during the hand. Most generally there will be several sticks remaining on the table when the hand is ended. The remaining sticks are counted and a score equal to the number of sticks left on the table is credited by the score keeper to a Jack-Pot score.

WHO WINS THE JACK-POT SCORE

At the end of the third hand the accumulated Jack-Pot score is added. A total of the Jack-Pot score at the end of the third hand is then given or credited to the score of the player who captured the most sticks in the third hand. The accumulated score of the player has nothing to do with winning the Jack-Pot score but the number of sticks that were taken

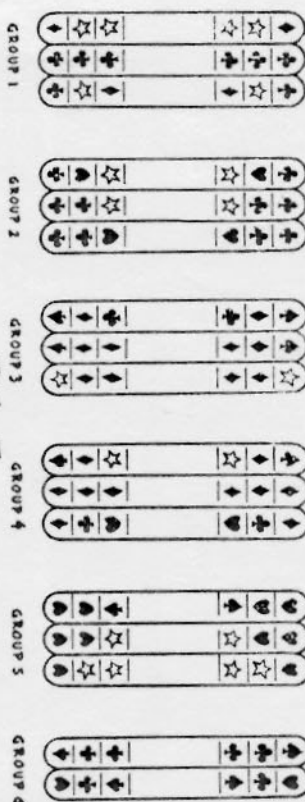


FIG. 5

during the third hand determines who is the winner. There remains one hand yet to be played. The Jack-Pot score created in this, or the 4th hand, is given as a consolation prize to the player taking the most sticks in the 4th hand.

AN EASY

An easy play is made by playing the third stick into a group that has on it the same 3 symbols that appear across the ends of the group after it is completed. For example, in Figure 6, two sticks have been played. Across the ends of these two sticks appear one Heart and one Spade. The stick with 2 Hearts and one Spade, is about to be played as shown in Figure 6. This will complete the group. When the group is completed, as in Figure 7, you will see that the same three symbols appear across the ends of the group that appear on the third stick played. The player making this play may take the three sticks in the group.

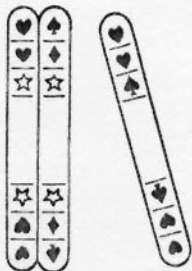


FIG. 6

This feature of the game is optional, it can either be used or not be used in the game. It should be understood before the game is started whether or not it is to be considered.

A SLIP-UP

If some player should play a stick on the table that would have taken some group he has caused a slip-up. If it is noticed by some other player before the next play is made, the player noticing it and calling out NO-JOKE before any other player, can pick up the stick and play it on the group that it will capture and remove all the sticks that it will take. A Slip-up is generally an oversight on the part of the player causing it; however, it is sometimes done intentionally in an effort to kill some group back down the line providing, of course, the player making such a play has a stick that will take a group behind or in front of the one he is killing.

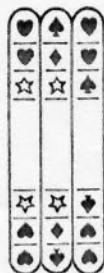


FIG. 7

DOUBLES OR TRIPLES

Doubles can be played by electing to play unto 2 rows of symbols that appear across the group. For instance, in Figure 3, if both the end row and the second row of symbols are being played it will create 2 possible takers for each group. The stick having on it a Heart a Star and a Diamond could also take a group in Figure 3 as well as the stick with a Heart, a Club and a Spade. If doubles are played the rule providing for an Easy is eliminated. Triples can also be played by using all 3 rows of symbols across the groups. This provides three possible takers for each group. The Easy rule is also eliminated when triples are played.

The Game of NO-JOKE SOLITAIRE

Solitaire is played by playing the sticks onto the table one at a time directly beside each other. To start the game you must first turn all pieces face down on the table, draw 4 for your hand and as you play one draw another from the pack. The only requirement in playing Solitaire, is that at least one symbol on a stick played must match the same symbol on the stick against which it is played. The matching symbols must also be in the same row. As an example, if the first stick played has on it a Diamond in the center row and the second stick also has a Diamond in the same position that is a match and a play that can be made. The third stick that is to be played must have a symbol on it that matches a like symbol on the No. 2 stick and, of course, the symbol must be in the same position. The game continues in this manner, playing one stick against the other in an effort to play as many sticks as you possibly can without being blocked, due to your not having a stick with which to make a match. It is possible to play all 35 of the pieces, when this is accomplished you have made a perfect score.

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