

ALL STAR COMICS CARD GAME

Directions for Playing

Two, three, or four persons can play.

Shuffle the cards thoroughly and cut for deal. The cards rank in the order indicated by the number in upper righthand corner, 1 being low. High deals, and if two or more tie for high, those tying cut again.

When two play, take out the ones, twos, and threes. When three play, take out the ones and twos. Four players use the complete deck.

Regardless of the number of players, the cards are dealt one at a time, face down, until each player has eight cards. The dealer turns up the next card to determine the PENALTY SUIT. If Krazy Kat, Ignatz Mouse, or Offissa Pupp are turned up, the dealer may either name the suit himself (before looking at his hand) or may turn up the next card.

There are four suits, Red, Yellow, Green, and Blue. The highest numbered card of suit played wins the trick.

The object of the game is to avoid taking tricks which contain cards of the penalty suit.

Players must follow suit. Players who cannot follow suit may discard any card they choose, but they must follow suit when able. For failure to follow suit when able, a player is penalized three points.

Krazy Kat, Ignatz Mouse, and Offissa Pupp are played as the 9, 10, and 11 of the penalty suit.

(Over)

The player to the left of the dealer leads first and the play continues until all the tricks are taken.

At the beginning of the game, each player is supplied with 25 matches or other counters.

After each hand, players show all their tricks and pay to a pile in the center of the table (called the pot) one counter for each card of the penalty suit which they have taken.

If a player has taken no penalty cards at all, he wins the pot. If two or more players have no penalty cards in their tricks, they divide the pot between them. If the counters will not divide evenly between the winners, the remainder is left on the table to go with the next hand. If all the players have taken penalty cards it is a jack pot and the counters are left on the table.

The game ends when one of the players runs out of counters, and the player with the most counters wins.

If players do not wish to use counters, the game may be played by writing down the scores for each hand, players going in the hole one point for each penalty card they take, and the winner of each hand scoring one point for each penalty card taken by his opponents during the hand. The game ends when a player goes twenty-five in the hole and is won by the player having the highest score.

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