

DICK TRACY CARD GAME

Beware! This deck of cards is filled with desperate "characters" — gangsters, crooks, and thieves — all intent on stealing the valuable gems that are hidden in the deck. But have no fear — Dick Tracy, the ace of detectives, is on hand to help you guard the treasure. He and his faithful little pal, Junior, have never failed to foil the craftiest crook. See if you can safely deliver the jewels as you play through the deck. The smartest detective wins — so be sure to follow the rules.

Directions for Playing

Two, three, or four persons can play. Shuffle the cards thoroughly.

One of the players takes the deck and deals one card at a time, face down, until each player has five cards. The remainder of the deck is placed face down in the center of the table and players draw from this pile.

The players take up their cards, and the player to the left of the dealer plays first. He may discard as many Jewel Cards or Dick Tracy Cards as he chooses, but may not discard a Thug Card except together with a Dick Tracy Card, since it takes a detective to catch and hold a thief. However, if a player has 5 Thug Cards, he may show his hand and discard one Thug in order to draw a card.

After the player lays his discard, face

(Over)

up, in the center of the table, he draws as many cards as he discarded. The player on his left then discards and draws in a similar manner, the play always going to the left. When the pile from which the players draw is used up, the discards may be turned face down to make a new pile from which to draw.

The object of the game is to hold 4 Jewel Cards together with one Dick Tracy Card to guard them. You cannot win with a Thug in your hand, for your Jewels are not safe with a criminal around. You cannot even win with 5 Jewel Cards, since unprotected Jewels are always in danger.

As soon as a player gets 4 Jewel Cards and a Dick Tracy Card together, he cries, "My Jewels!" and shows the winning hand, and scores are taken for all players.

For the winning hand, 30 points are scored. The hands of the other players are scored as follows: Each Jewel Card in the hand scores 5 points, and each Thug Card in the hand subtracts 5 points, unless cancelled by a Dick Tracy Card. Dick Tracy cards do not score by themselves, but one Tracy Card will cancel one Thug Card.

If a player gets a minus score, it is written in a circle, as in Five Hundred when a player goes "in the hole."

After scores are taken, the deal goes to the left and the game continues.

The first player to score 100 points or more wins the game.