

RULES

for playing

**KARD
KELLY**

Kelly Pool with Cards

ARBA PERRY

Chicago, Ill.

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SCRATCH

SCRATCH

SCRATCH

SCRATCH

SCRATCH

SCRATCH

SCRATCH

SCRATCH

SCRATCH

SCRATCH

SCRATCH

SCRATCH

12

TWELVE

12

12

12

TWELVE

11

ELEVEN

11

11

11

ELEVEN

10

TEN

10

10

10

TEN

9

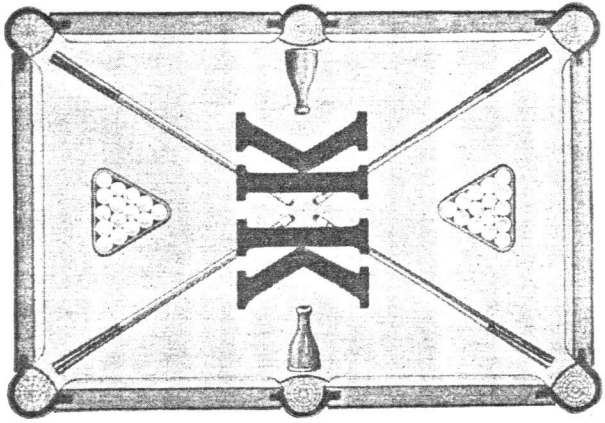
NINE

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NINE



SCRATCH

SCRATCH



SCRATCH

SCRATCH

The game consists of forty cards, fifteen numbered from ONE to FIFTEEN inclusive, ten marked SCRATCH and fifteen BLANK. There are also fifteen little disks numbered from ONE to FIFTEEN.

Any number of persons from two to fifteen can play with one game.

The cards are shuffled and placed face down in the center of the table. The numbered disks are placed in a receptacle, or with numbers down on the table, so that the numbers cannot be seen. Each player draws a numbered disk and places it number up before him. The player drawing the lowest number starts the play and thereafter each player starts in rotation around the table to the left.

Counters are necessary. (Frequently ordinary Celluloid Chips are used.)

Each player contributes a counter to the center of the table before play starts.

The first player draws one card at a time from the top of the pack, placing it face up beside the pack, until a BLANK or SCRATCH is drawn. Drawing a BLANK indicates a "MISS" and the next player to the left proceeds to draw.

Should the player turn a SCRATCH card, he "SWEETENS" (contributes a counter to the center of the table) and the next player draws, the SCRATCH card indicating a MISS the same as a BLANK card.

Should the player turn the card bearing the number that corresponds to the number on the disk before him, he wins the hand and takes all the counters from the center of the table. Again the cards are shuffled,



H

4 FOUR

4

4 FOUR

3 THREE

3

3 THREE

2 TWO

2

2 TWO

1 ONE

1

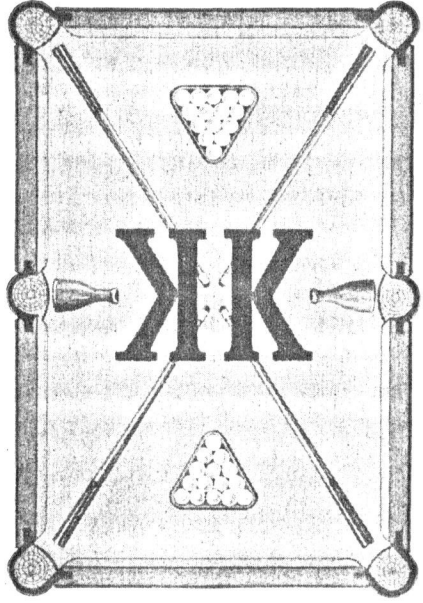
1 ONE

other numbered disks drawn and play proceeds as at the start.

Should the player turn the card bearing the number that corresponds to the number on the disk held by one of the other players, the latter is "PUT OUT" and is "DEAD" and must contribute a counter to the player that causes the "PUT OUT" or "KILLS" him.

One exacting feature of the game is that which employs the memory. Any player being "DEAD" may, upon "SWEETENING" (contributing another counter to the center of the table,) draw another numbered disk. If he thinks the corresponding card to a disk so drawn has been played, he may declare it and draw another disk and so on until he draws a number he thinks has not been played, thereby

making himself "ALIVE." In no event may he search the pack to determine if any specific number has been played, but must rely on memory solely. If after drawing a new numbered disk he should declare that that particular disk had had its corresponding card previously played and should start to draw another disk, any other player may challenge this draw and if it be found, upon examining the *played* cards, that the rejected disk has in fact no corresponding card in the *played* cards, the challenging player will contribute a counter to the challenging player. If, however, it is found that the corresponding card to the rejected disk *has* been played, then the challenging player will contribute a counter to the challenged player. The player drawing for the new disk may continue to draw.



SCRATCH

SCRATCH

SCRATCH

SCRATCH

ELEVEN

11

11

ELEVEN

11

SCRATCH

SCRATCH

SCRATCH

SCRATCH

TEN

10

10

TEN

10

SCRATCH

SCRATCH

SCRATCH

SCRATCH

NINE

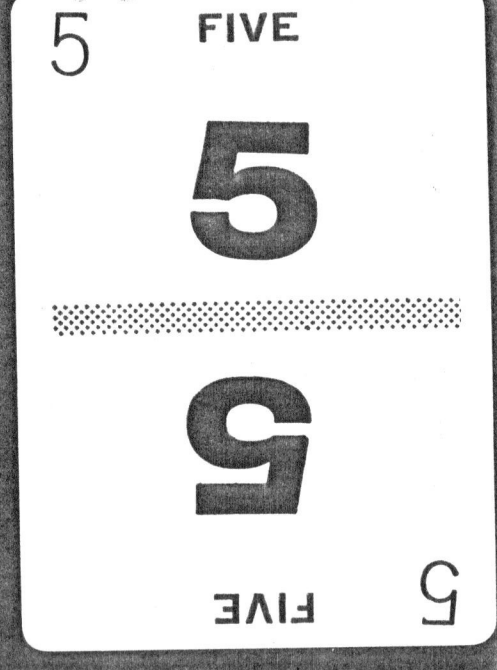
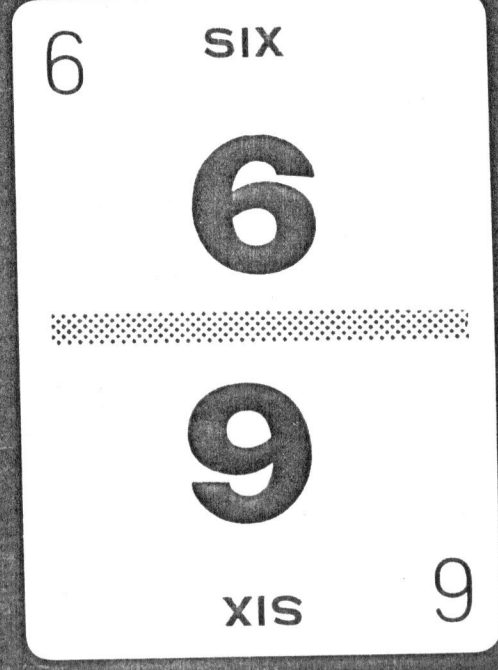
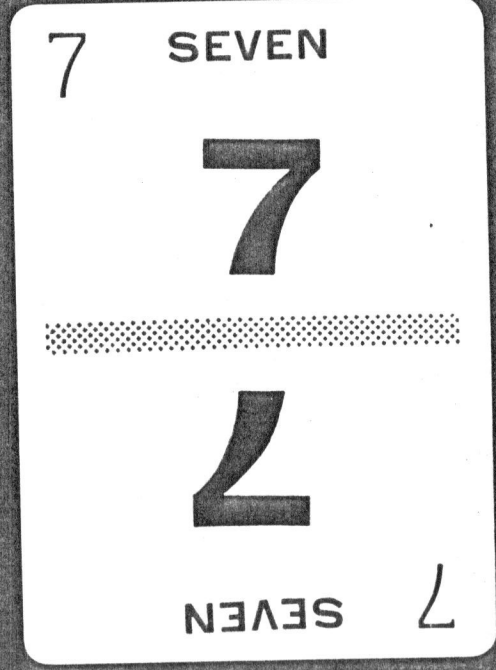
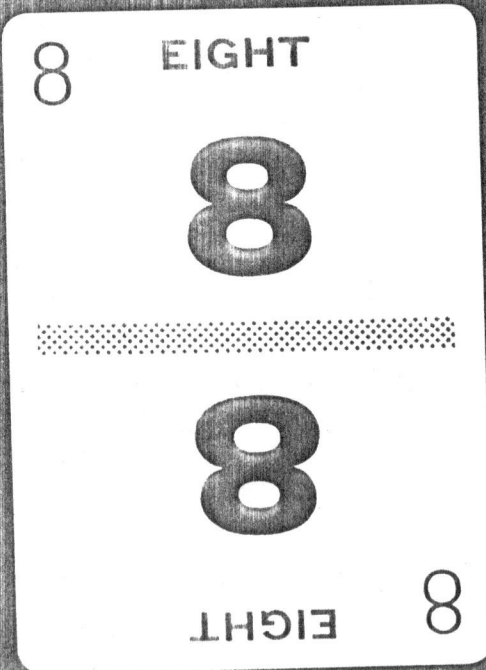
9

9

NINE

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A "DEAD" player, however, continues to play in his turn, whether or not he draws a new disk to again make him "ALIVE"; or in case all the disks have been drawn, he still has the chance to "PUT OUT" the remaining "ALIVE" players and create a "DOUBLE-HEADER".

playing out of turn or any other error that does not affect the g rules.

Should the situation arise wherein all the players are "PUT OUT" then a "DOUBLE-HEADER" is created; the cards are again shuffled as before, each player again draws a numbered disk and each player again "SWEETENS" (contributes a counter to the center of the table) play proceeding as at first. In like manner a "TRIPLE-HEADER", etc. may be created until some player wins the hand.

Ordinary rules will prevail where a player turns too many cards, one

