

ARCO-



Rules

How to Play SPACE-O

For Three, Four or Five Players See Other Side for Two Players

If five play: use the whole deck. If four play: take out one complete set - 1 Space Ship, 1 Pilot, 1 Co-pilot, 1 Space Scanner, 1 Control Panel, 1 Landing Tower, 1 Space Chart and 1 Blast Off. If three play: take out two sets. THE GAME: To "Go Into Space-O" you must have a set of 8 different space cards in your hand. THE DEAL: 8 cards to each player. THE PLAY: All the players, all at once, take one card from their hands and put it face down in front of the player to the left. Pass any card you have more than one of, because you must have 8 different cards to win. Then pick up the card passed to you. Everyone continues to pass and pick up until somebody has a complete set of 8. THE WINNER: Shout "SPACE-O" when you have 8 different cards. You win!

PLA-MOR

Creative Cards for Children

PLA-MOR GAMES are packs of fun - Try them all when you've played one:

TRAIL DRIVE, a western game for you - Cowboys, Longhorns, Chuck-wagons, too

See all the sights, but please beware Of a busy OLD MAID at the County Fair

A laugh for each letter from A to Z Every one loves GUESS WHAT? ABC

Go into ORBIT and soar into space Be lucky - be lively - and win the race

Now you can play a brand-new game Merry MATCH PATCH - that's the name

ANIMAL RUMMY - exciting to play With folks of the forest along the way

Six games you'll find so bright and gay And best of all - such fun to play!

