

Rules for **CARDENO** — *The Jig-saw Keno Game*

TRADE MARK

CARDENO: The Jig-saw-Keno-Poker Game.

NUMBER OF PLAYERS: 2 to 6

OBJECT OF GAME: To fit cut-out pieces vertically, horizontally or diagonally into the CARDENO Boards. Each Round gives 3 separate scoring opportunities: 1. Cardeno. 2. Double-Cardeno. 3. Poker-Cardeno. Highest total score wins.

EQUIPMENT: 6 CARDENO Boards. Each board contains 25 CARDENO cut-out pieces which must be knocked out of the individual boards before starting play. Cut-out pieces are stored in bottom of the box for re-use.

TO BEGIN GAME: Deal CARDENO Boards, one to each player. Use the even numbered Boards or the odd numbered Boards alternately for each Round. Do not use both odd and even numbered Boards during the same Round. Dump all CARDENO cut-out pieces in the center of a table. (Note: Don't forget to punch CARDENO pieces out of all Boards before playing first round.)

METHOD OF PLAY:

1. CARDENO: At the signal "Go!", given by the dealer, all players hunt at the same time for pieces to fit the punched-out shapes in their CARDENO Boards.

Pieces must fit together perfectly, matching the name printed under the cut-out. Example: If the name under a cut-out is "Queen", the player must find a Queen of the correct shape to fit the cut-out, etc.

The first player to fit into his Board 5 pieces in a row, vertically, horizontally or diagonally, calls "CARDENO", and scores 25 points.

2. DOUBLE-CARDENO: Play is immediately resumed. Pieces previously fitted into the Boards are retained. Proceeding as above, the first player to complete a second row calls "DOUBLE-CARDENO" and scores 25 points. Other players receive 2 points for each piece correctly fitted into their Boards.

3. POKER-CARDENO: Using a maximum of 5 cards, players select the best possible Poker hand from the CARDENO cut-outs fitted in their Boards. These cards are removed from the board and placed face up on the table. The best hand wins and is scored as follows:

Straight Flush (5 cards of same suit in sequence)	50 points
Four of a Kind (4 Aces, 4 Tens, 4 Jokers, etc.)	45 points
Full House (One pair and three of a kind, i.e. a pair of Aces and 3 Jacks)	40 points
Flush (5 cards all of the same suit).....	35 points
Straight (5 cards in sequence, not all same suit).....	30 points
Three of a Kind	25 points
Two Pair	20 points
One pair	10 points

Players total their scores at the end of each Round. Boards are then re-shuffled and dealt for the next Round. Remember . . . do not use both odd and even numbered Boards during the same Round!

Where players have otherwise equal Poker hands, the one having the highest unused card in his board scores.

The Winner: The player having the highest score at the conclusion of play is the winner. Five Rounds is the usual game, but more may be played if desired

INTERESTING VARIATIONS

1. A "Full-Board" Round: The first player to fill all spaces on his Board scores 50 points for winning the Round and also gets a Bonus of 2 points for each unfilled space on his opponents' Boards. Other players score 1 point for each piece correctly fitted into their Boards.

2. Progressive Cardeno: At the end of each Round the two highest players progress to the next table. Prizes are given for the highest and lowest score at the end of play.

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