

How to Play the Game of "COMBINATION"

AGCA
ARCHIVES

1. Four or more can play.
2. Divide cards equally between players.
3. Deal cards FACE DOWN in front of each player.
4. Player at left of dealer turns top card up and leaves it FACE UP in front of his cards; then following in order to the left each player turns up top card in similar manner.
5. Whenever the Combination of cards marked "1, 2, 3, 4" appears, the first one who calls out "COMBINATION!" gives each one of the other players one of his cards.
6. If someone calls "COMBINATION!" when the right Combination of cards does not appear, every other player gives him a card.
7. If the proper Combination of four cards does not appear after the cards are all turned over the first time, each player is allowed to shuffle his cards.
8. To make the game exciting and interesting the players should follow each other as quickly as possible in succession.

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9. The player who gets rid of all his cards first wins the game.

10. The three remaining players can continue using 1, 2 and 3 as the Combination.

11. When the second player is out, the two remaining players can play using 1 and 2 as the Combination, until only one player is left with any cards.

12. If any player turns his card up before the proper time—that is, before the player to his right has done so, the one who sees it and calls "Wearbetter!" can give the player who is out of his turn, a card.

13. When there are three different cards face up, a player may take a chance that the card he is going to turn up next will complete the Combination. If he announces, "This card is going to complete the Combination," and then turns the card up and finds that it is the correct Combination, he gives each player TWO of his cards, but if the card he turns up does not complete the Combination, he receives one card from each one of the other players.

14. Do not play out of your turn; wait until the player at your right plays before turning your card.

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