



INSTRUCTIONS FOR PLAYING GAME OF "16 AND 64"

FIRST GAME. Deal six cards. Four cards of one name, or three cards and the Good Luck card make a book. The player to left of dealer asks another player for a card to complete a book. If he gets that card, he calls again, until he fails, then he draws a card from the "Bone Pile" and ceases calling, unless he draws the card called for. If he draws the card called for he may continue calling, until he finally fails. Then the next player begins.

When the Luck card is played in a book, the card left out becomes a Luck card and must be so announced, and is so played. Count five for each book and play for 100. The Luck card left counts one for the player holding it at the end of the game.

Note: There may be several Luck cards during a game, if the original Luck card is played early in the game.

SECOND GAME. Deal all the cards. Each player must follow with the color led if possible. If not possible, with another color or the Good Luck card, which can only be played when out of the color led.

The highest card of the color led takes the set unless the Good Luck card is played. The highest card is the Good Luck card, then (4), then (3), etc. When three players only are playing remove one color, or have an inverted pile from which a card is played in regular turn as if there were a fourth player. Of course cards from the imaginary player are played hap-hazard. Five players have five cards to a set.

Count one for each set taken. Then add the figures in parenthesis and five for the Luck card. 100 is the game.