



The Nile river flows
through the Sudan.

A₂



What principal river of
Africa flows through
the Sudan?

A₁



KIT AND KAT IN NUERLAND

Rules For Playing The Game

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1. The game consists of 140 cards divided into books of 10 cards each as A₁ A₂ A₃ to A₁₀; B₁ etc.
2. Shuffle cards well and deal out into books of 5 cards each, each player taking a hand of 5 cards. When these are played, he takes another 5 cards.
3. The first player to right of dealer who has a card marked 1 as A₁ etc., plays first.
4. All cards marked as 1 A₁ etc. must be played first; the other cards must be played in their correct order. The letter on each card shows the "book" to which it belongs while the number shows the order in which the cards of each book are to be played.
5. A player may continue to play as long as he can, as for instance if he has A₁, B₁ they must be placed on the table first. Then he may play B₂ from his hand or from his "Kittens" if he has it. When he can no longer play his cards in the correct order, he must lay one card down on the table face up, before him; then the next player has his turn.
6. These reserve piles whose number is limited to 4 are called Kittens. As the game progresses, should he have 5 Kittens, one must be placed on top of another and the covered "Kitten" cannot

be played until the "Kitten" covering it is first played. When playing, Kittens can be played just the same as cards from one's hand. But one is only allowed 4 piles of Kittens as a maximum.

7. The person playing the last card (marked "10" as A₁₀, etc.) of each book, removes that book from the table as that book is his. The one having the most books at the end of the game, wins the game.
8. Should a player make a mistake, either failing to play all his cards that are marked "1", or by playing his cards out of their correct order, the first person who notices his mistake shouts "Kit-and-Kat" at him, and then proceeds to draw one card from the hand of the player whom he "Kit-and-Kat-ed"! (But he cannot look at the face of the card he draws until he has it in his own hand). Since the cards numbered "10" as A₁₀ etc. takes the book, this gives an opportunity to draw a "10". The player who has been Kit-and-Kat-ed. stops playing immediately for that turn, not even being allowed to lay a card down on his reserve pile of Kittens. But he resumes playing his next turn.
9. When all of the "hands" of cards have been played and only the reserve piles of Kittens remain, the Kittens may serve as a "hand" in order to finish the game. The advantage of this rule being that it releases any Kittens that may be covered and so unavailable otherwise.
10. Since the object of the game is to give information concerning Nuerland, the questions and answers are to be read aloud as they are played.