$\overline{\underline{4124}}$ B A C A R A C $\overline{\underline{4124}}$

A game of chance for any number of players from two to ten. Played with a regular set of playing cards, and chips or other tokens may be used for counters.

STARTING THE GAME—Place the playing board design on card table or other flat surface.

Deal the cards, one at a time to the players, always dealing an extra hand, until all the cards are dealt. The extra hand is placed face down on the table while the game is in progress.

HOW TO ANTE—Each player places three chips, or whatever token is used, in the "Kitty" on the playing board; one in the "Pot"; two in the division marked "8-9-10-Any Suit" and one in each of the other divisions on the playing board. This makes a total of ten divisions into which the players must contribute chips or tokens.

THE POKER GAME—After the cards have all been dealt the players pick up their hands and select from them the best five card Poker hand they have. The remaining cards are retained by each player to be used later in the game.

The player to the left of the dealer opens the game by betting on his hand. He has the privilege of betting, checking or passing. All bets or raises are placed in the "Pot" in the center of the board. When the betting ceases the best hand wins all the chips or tokens in the Pot, same as in Poker.

FOLLOWING THE POKER HAND—After the Poker hand has been played, the players take the complete and original hand dealt to them. The player at the left of the dealer starts the game by placing down in front of him face up, the *lowest* card in any suit he holds, and calls it by name. The Ace of the suit is always

the high card. The player holding the next highest consecutive card of that suit places it in front of him, and calls it by name.

The game continues in this way, with each player placing the next highest card of the suit being played in front of him and calling it by name, until the Ace, or highest card, is reached. Because of the extra hand which remains face down on the table, all of the suits cannot progress consecutively and consequently the play stops when such a point is reached. When this occurs the player must change to a different suit, and if the first suit called was red, he changes to a black suit, and proceeds to lay face up in front of him the lowest card he holds in a black suit card. The other players follow as before until an Ace card or *stop* is reached again, and so on. If a player who reaches a *stop* is unable to change the color of suit when the game demands it, the play passes along to the next player at his left.

As the play progresses the player who lays down the Heart cards as shown on the playing board, takes the chips or tokens from that division. For instance, if a player lays down the King of Hearts he takes the chips or tokens from the division marked K with a Heart.

If a player lays down the King and Queen of Hearts, or the Jack and Ten of Hearts, he not only takes the tokens from those two divisions on the board, but also those on the K-Q or J-10 divisions.

If one of the pay cards are in the dead hand, the tokens on that section naturally cannot be claimed.

If a player holds an 8-9-10 of any suit he can take the tokens in that division when placing the cards in front of him. If it should happen that two or more players hold an 8-9-10 combination, the player who first lays them down in front of him takes the tokens.

THE WINNER—The player who first plays all his cards in front of him wins and takes all the tokens in the Kitty in the center of the board. The game then stops, and any tokens which have been unclaimed in the various divisions remain there.

The players then ante up again same as they did to start the game. If a stop

occurs in a suit by the play of the ace of that suit or because of a card in the dead hand, and none of the players can change to a different colored suit, the game stops. No player then collects the chips or tokens in the Kitty or in any of the other remaining divisions.

STARTING A NEW HAND—The players now ante again to *all divisions* regardless as to whether they retain some of the unclaimed chips or tokens from the previous hand. The cards are shuffled and dealt by the player to the left of the former dealer.

If a player has inadvertently failed to claim his tokens or chips before the next player deals, he automatically loses his claim and they must remain in their respective divisions until the next hand.

TO TERMINATE A GAME—Play may terminate by agreement among the players, and if there are any remaining chips or tokens upon the various divisions they may be claimed by one straight Poker game in which each player is dealt five cards.