

GASOLINE ALLEY

For any number of players from two to eight. Four to seven make the best game.

This game consists of four sets of 13 cards each, designated as follows:—

Gasoline Suit.....	Red
Alley Suit.....	Yellow
Back Fence Suit.....	Blue
Tin Can Suit.....	Black

The cards of each suit are numbered 1 to 13.

Cut the cards to determine the first deal. The player who cuts lowest has the deal.

Six cards are dealt to each player, distributed three at a time.

The number of points possible in one hand is 30, divided as follows, each card counting for the player who has it in his tricks when the hand is completed:—

The Phyliss card counts	2
Avery " "	2
Doc " "	2
Skeezix " "	10
Walt " "	6
Pal " "	2
Each trick taken	1

The only cards which count are those in the "Master Suit" in each hand played.

The card of the highest number of the suit led takes the trick except when it is "mastered" by a card of the Master Suit, by a player who cannot follow the suit led.

BIDS FOR THE MASTER SUIT

When the deal is completed, the dealer asks, "What am I bid for the Master Suit?" The player at dealer's left has the first chance to bid, and the bidding continues in turn to the left.

If no bid is made, the dealer names the Master Suit, and leads a card of that suit.

To bid for the Master Suit a player should have in his hand enough cards of some one suit so that it will be to his advantage to have that suit the "Master Suit," as for instance:— The player holds a Phyliss card, a "Rachael," an "Avery," and a "Bill"—all of the Red or Gasoline suit.

If this is made the "Master Suit," he is sure of 2 points on the Phyliss card—his chances of saving the "Avery" card are good, and he has the chance to capture "Skeezix" or "Pal." He therefore is justified in bidding 6 points to make "Gasoline" the "Master Suit."

Players must follow suit if they can—i. e.—play a card of the same suit as the card led. If a player has no card of the suit led, he may play a "Master Suit" card to led cards of any of the other three suits, or "throw away" by playing a card of any other suit.

SCORING

Sixty points is a game, and the method of scoring is by subtraction rather than by addition as in most games. That is, when the game starts, each player is credited with 60 points, and all the points made by a player are *deducted* from his score until one player reduces his score to "0" and *wins the game*.

If a player bids for the "Master Suit" and makes the number of points bid, he deducts from his score those and all other points made by him.

Example:—A player bids "6" for the "Master Suit" and names it. He must make 6 points or else be set back that number of points; but if he makes more than 6 points all points he makes are deducted from his score. If, however, a player bids "6" and does not make that many points, he must *add* 6 points to his score, even though he made only 5 or less points.

When a dealer accepts a "Master Suit" bid and sells, the number of points bid are immediately deducted from the dealer's score.

If the dealer does not sell the right to make the Master Suit, but names it himself, he deducts from his score all the points he makes, providing he scores as many points as were offered by the highest bidder. If the dealer names the Master Suit and does not make a number of points equivalent to the highest bid, he is "set" and must *add* to his score the number of points offered by the highest bidder.

When a player is "set", he cannot count any of the points he may make in that hand.

Example:—If a player bids 5 points and only makes 4 points, he must add 5 points to his score, but cannot deduct the 4 points which he made.

The first player to reduce his score to "0" wins the game.

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