

# LI'L ABNER'S SPOOF GAME

## THE ORIGIN OF LI'L ABNER'S SPOOF GAME

*For many years now, there has existed high in the southern mountains, two improbable, but thriving little communities.*

*The people living in the first town are known as "Dogpatchers", and the inhabitants of the second (both human and inhuman) are called "Skunk Hollowers."*

*Every year these two poor but ignorant communities would have a social get-together. The principal game on this occasion consisted of seeing who could bash whom, how many times. Any Dogpatcher who failed to bop at least five Skunk Hollowers was called a "Spoof."*

*Times have changed and today the townspeople have settled down to the highly respectable job of doing nothing. However, the history of Spoof remains, and here is Li'l Abner in his own words to explain the Spoof Game, Dogpatch style.*

  
AL CAPP

## DIREKSHUNS FO' PLAYIN' MAH SPOOF GAME

by Li'l Abner

### DEALIN'

"Thar are 40 cards, 4 each of 10 of Mistuh Capp's comic strip kerrickters in the pack of SPOOF cards. One player deals out all of th' cards, one at a time to each of th' players. Th' fact that th' cards do not always divide evenly makes no difference in th' playin' of th' game."

### TH' BONES

"Th' round colored sticks, called 'Bones', are to be placed in the center of th' table within reach of all players. Thar is always one less Bone used than thar are players. That is, if four play, three of th' Bones are placed on th' table; if five play, four Bones are used and so on."

### PLAYIN'

"The objeck of th' game of SPOOF is very simple. A player has two distinct aims. Fust, to get four cards of one kind, making a 'book'; second, to pick up one of th' bones (and one only) before they has all been grabbed by th' opposin' players.

When th' cards are dealt, th' dealer starts th' game by slidin' a card, face down on th' table, to th' player at his right.

All th' other players immejutly do likewise, playin' at th' same time.

Each player picks up th' card passed to him, and if he wishes to keep it toward makin' a book, places it in his hand, otherwise he passes it along. If a player keeps a card passed him, then he must immejutly substitoot a card from his hand and pass to his next player, so as to cause no break or stop in th' line of cards movin' around th' table.

All th' players must pass th' cards as quickly as possible, and no player has to wait for his neighbor while he has a card in his own hand which he is willin' to play.

Keep th' player on your right busy by passin' him cards as fast as yo' kin handle 'em.

When a player has four cards of akind, he 'drops his hand' (that is he places his cards quietly on th' table) and picks up a Bone. All other players immejtly grab for one of th' remainin' Bones. As th' number of Bones is always less than th' number of players, one player gets none.

Under his name on th' score card is put th' letter 'S' — th' beginnin' of his bein' branded a SPOOF.

When th' Bones have all been taken, th' player declarin' a book must show th' four cards comprisin' it, on which he put down his hand and grabbed for a Bone. Should he not be able to show a perfect book of four cards of one kind, th' letter is placed against his score instead of against th' player who failed to grab a Bone.

A Bone is in play until it is ackshully grabbed by one of th' players. Should it be knocked off th' table, it keeps its value if picked off th' floor or from th' lap of a neighboring player. A Bone must never be grabbed from the hand of a player who is ackshully holding it.

|             |   |   |   |   |   |
|-------------|---|---|---|---|---|
| Hambfat     | S | P | O | O |   |
| Joe Btfsplk | S | P | O |   |   |
| Moonbeam    | S | P |   |   |   |
| Lulu Belle  | S | P | O | O | F |
| Mary Jane   | S |   |   |   |   |

*Score card showin' a game of fifteen hands, in which  
Lulu Belle was th' SPOOF.*

When a hand has been played as ah deescribes, th' cards are shuffled and dealt by th' player at left of th' fust dealer, and th' game proceeds as before.

Each hand, one player fails to grab a Bone, and has a letter from th' word 'SPOOF' placed against his name. For his fust failure he receives an 'S', for his second 'P', his third 'O', and so on, until some one player has the complete word 'SPOOF' against his name, and is declared to be a crittur of th' slow movin', dull-witted type, natcherly.

*Lil' Almer Yokum*

*mah name writ by hand*

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