

◆ Should a player call "Scavenger" and fail to show the correct series of eight cards required by his List Card, he is fined 5 counters, which he pays to the "kitty," and the game proceeds.

For Two or Three Players

◆ The procedure is the same as for four players, except that when *three* play, 32 playing cards are used and four List Cards. Pick out playing cards with numbers called for on the four List Cards used, and place the remaining cards back in the box.

For *two players*, use only three List Cards and 24 playing cards with numbers called for by the three List Cards.

Each player is given 25 counters at beginning of the game.



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How to Play the Game of **SCAVENGER HUNT**

Trade Mark



**An Adult Party
Game for Two,
Three or Four
Players**

How to Play the Game of SCAVENGER HUNT

For Four Players

◆ The DECK consists of 45 cards.

Forty cards are numbered from "1" to "40" and bear illustrations of various articles which players must obtain. These are the PLAYING CARDS.

◆ The remaining five cards are plainly marked "SCAVENGER LIST CARDS" and each shows a selected list of articles, pictured on the playing cards, which the player holding it must acquire to fill *his* hand and win the game. These cards have backs of different design from the active playing cards.

There are 100 counters in the box. These are divided evenly among the players at the beginning of the game.

TO PLAY

◆ Separate the five List Cards from the numbered playing cards, and place them face downward in the center of the table.

First deal is determined by drawing from the pack of numbered cards, high card dealing. When deal is decided, each player draws a List Card from the center of the table. One List Card remains unused, and this the dealer places back in the box.

◆ The dealer now deals eight cards, one at a time, to each player. This leaves eight undealt cards. These are placed face downward in a pile on the table, and are called the "gutter."

Pick up your List Card with the eight cards dealt to you, making nine cards in your hand. If any of the numbers on your playing cards correspond to numbers on your List Card, place these in your hand at left of the List Card. The remaining cards, which do not tally with numbers on your List Card, hold in your hand at right of List Card.

◆ The object of each player is to acquire the eight cards called for by his list card. This is accomplished by "barter" — which is to trade cards, 1 or 2 at a time, with another player — or by "Snooping," which is to draw one or two cards from the "gutter." When drawing he takes cards from the top of the "gutter" pile, and discards from his hand, placing his discards face downward at the *bottom* of the "gutter" cards.

For each card drawn from the "gutter" the player must pay one counter to the "kitty."

◆ Each player must place one chip in the "kitty" at the beginning of the game.

The dealer plays first by announcing, "I'll trade one" or "two" as he wishes, and he may either indicate the player he will trade with or make it an open offer for any player who wishes to trade.

◆ A player called on for a trade must comply with the request even though he has to release one of the cards named on his List Card to do so.

Instead of trading with an opponent, a player may, in his turn, "Snoop" one or two cards from the "gutter," discarding a like number of cards from his hand.

◆ After the dealer's turn, the play passes around the board to the left, each player trading or snooping in turn.

The first player to acquire the eight cards called for by his List Card to fill his hand, calls "Scavenger" and lays his hand, including his List Card, face upward on the table. He *wins the game*, and takes all the counters in the pot.

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