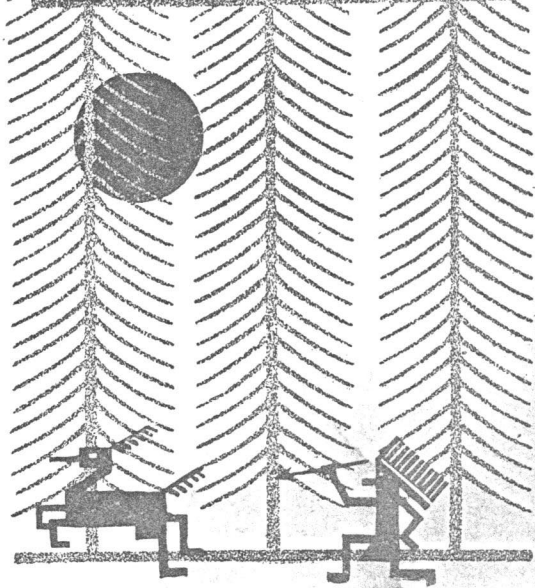


DIRECTIONS *for* PLAYING  
**SPOOF**  
TRADE MARK  
The CHEER UP GAME



have orig

*Though as old as the Andes, I am as modern as Time. I stand for joy, laughter—and speed. I stimulate the mind to alertness, quicken the eye and train the hand to swiftness, that success may come to my adherents. I am the Spirit of the Game of*

## **SPOOF!**

**MILTON BRADLEY COMPANY**  
SPRINGFIELD, MASS.

"Makers of the World's Best Games"

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### THE ORIGIN OF SPOOF

Back in the dark ages when men were forming their habits, there prevailed a custom among the tribe of Incas, high up on the Andes of Peru, that each member should show his right to honorable standing in the community, by getting his share of such of the world's goods as were then available.

As progress developed competition, it naturally occurred frequently that there was not enough of some desirable commodity to satisfy all members of the tribe, and the least aggressive failed to get his share.

On the tribe record books the names of these incompetents were inscribed with a symbol denoting their weakness. A single mark was not considered a permanent discredit, but as the marks accumulated against each name, it seemed wise that some method be devised to determine when the limit had been reached; and so after many

councils of the medicine doctors, it was decided that an individual receiving five marks should be known as a "Spoof," and forced to do the will of any member of the tribe who desired his service for a task of any kind, however menial. All marks against other names were then obliterated.

These conditions, however, did not prevent the "Spoof" from continuing to compete, and if during the next period, some other member of the tribe received five marks against his name, he was made the "Spoof," and the first "Spoof" was reinstated to good standing, it being possible for only one "Spoof" to exist at a time.

This game of SPOOF in a way revives this ancient custom, and in the directions that follow, it will be shown how a "Spoof" gets his name, and how to avoid this title.

## Directions for Playing SPOOF

**Fifty-two cards—four each of  
thirteen designs**

### DEALING

The number of cards dealt is governed by the number of players.

If **Four** play, take out of the pack, four cards each of three designs, or a total of twelve, and use the remaining forty cards, dealing ten to each player, one at a time.

If **Five** play, use the entire pack, which gives ten cards to three players and eleven to two players.

If **Six** play, four players will receive nine cards each, and the dealer and player at his right, eight cards each.

The fact that the cards do not divide evenly makes no difference in playing the game.

### THE BATONS

The round, knob-headed sticks in this box are called "batons." These are to be placed in the center of the table, **there always being one less baton used than there are players.** That is, if **five** play, **four** of the batons are placed on the table; if **six** play, **five** batons are used and so on.

### PLAYING

The object of the game of SPOOF is very simple.

A player has two distinct aims: **First**, to get four cards of one kind, making a "book"; **second**, to pick up one of the batons (and one only) before they have all been grabbed by the opposing players.

When the cards are dealt, the dealer starts the game by sliding a card, face down, on the table, to the player at his left.

All the other players immediately do likewise, **playing simultaneously.**

Each player picks up the card passed to him, and if he wishes to retain it toward making a book, places it in

his hand, otherwise he passes it along. If a player retains a card passed him, he must instantly substitute a card from his hand and pass it to his next player, so as to cause no break or cessation in the line of cards moving around the table.

All players must pass the cards as rapidly as possible, and no player need wait for his neighbor while he has a card in his own hand which he is willing to play.

Keep the player on your left busy by passing him cards as fast as you can handle them.

When a player has four cards of a kind, he "drops his hand" (i. e., places his cards quietly on the table) and picks up a baton.

**All other players immediately grab for one of the remaining batons.** As the number of batons is always one less than the number of players, one player gets none.

Under his name on the score card is placed the letter "S"—the beginning of his descent to the caste of a SPOOF.

When the batons have been secured, the player declaring a book must show the four cards comprising it, on which he put down his hand. Should he not be able to show a perfect book of four cards of one kind, the letter is placed against his score instead of against the player who failed to secure a baton.

A baton is in play until it is actually secured by one of the players. Should it be knocked off the table it retains its value if picked off the floor or from the lap of a neighboring player. A baton must never be wrenched from the hand of a player who has actually secured it.

<i>Harry</i>	S	P	O	O	
<i>George</i>	S	P	O		
<i>Annie</i>	S	P			
<i>Maud</i>	S	P	O	O	F
<i>Lillian</i>	S				

Score card showing a game of fifteen hands, in which "Maud" was the Spoofer.

When a hand has been played as described, the cards are shuffled and dealt by the player at left of the first dealer, and the game proceeds as before.

Each hand one player fails to secure a baton, and has a letter from the word "SPOOF" placed against his name. For his first 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 creature of that slow moving, dull-witted species.

### SPOOF SUGGESTIONS

The proof of the game is in the playing. SPOOF is such a simple game to play that you cannot grasp a true idea of its fascination and intense interest by reading the directions. SPOOF is the greatest fun-maker to enliven an evening party you have ever played. It is, in truth, a "cheer-up" game.

Play fast—keep the cards going round the table.

The fun of the game is intensified if an emblem is devised, to be worn by the "SPOOF." This may be an attractive decoration of some unique character, or simply a round piece of cardboard bearing a grotesque picture with the words, "Unhappy Order of Spoofs," with a ribbon to hang it about the neck of the "SPOOF."

When young people play, a penalty or forfeit rule may be added, the "SPOOF" being obliged to perform some ridiculous act for the amuse-

ment of the company; the "forfeit" to be named by the last dealer, or, in case the dealer should be the "SPOOF," by the player at his left.

### THE SPOOF CARD DESIGNS

The designs used on SPOOF cards are in keeping with the origin and character of the game. They represent excellent examples of early Peruvian art as practiced by the Inca Indians, a tribe which had reached a state of civilization far in advance of other American races, at the time of their discovery by Pizarro in 1527.

Spoof  
The Cheer-Up Game

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Wa Pg 56

Cover of Box - Green, yellow + red Indian figures

Type of Game - Card game w/ 6 wooden "batons"  
Cards have very nice figures