tinues throwing until he throws a "7" or a number for which there remains a corresponding card.

Example: If all number "6" cards are turned down and a "6" is thrown on the dice, no play is made on it and the same player continues throwing the dice until the turn changes through throwing a "7" or a number for which some player has a card exposed.

The first player to turn down all his cards wins the game and takes all counters in the "kittie" and one counter from his opponents for each card remaining face up when the game is ended.

The player who wins a game plays first in opening the next game.

Interest...

Action...

Suspense...

MAKE

WHOOPEE!

The Game of Thrills

For Two, Three
or Four Players

Directions for Playing
WHOOPEE!

Played with forty numbered cards, ten each of four colors, numbered 2 to 12 with "7" omitted —100 counters—25 each of four colors, and a pair of dice.

To Play

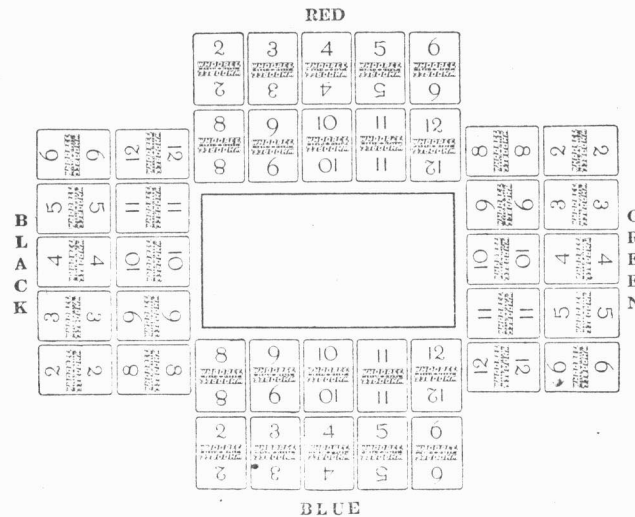Each player selects the cards of one color and places them face upward in front of him, in numer-ical rotation, in two rows as shown in diagram. Each player is given 25 disks or counters of one color.

Diagram Showing Arrangement of Cards

Players throw dice for turn, the player throwing the highest number playing first. Use both dice.

The first player now throws or rolls the dice on the table and turns down his card bearing the number corresponding to the total of the spots shown on the thrown dice.

> Example: If the dice show "5" and "3", he turns his "8" card face downward on the table.

He now throws again and turns down a card of the number thrown on the dice. When he throws the number of a card already turned down, the next player cries "WHOOPEE!" and the play passes to the first player on the left who has a card exposed of the number thrown, this card being turned down on the play.

Only one card may be turned down on any play.

When a player throws a "7" he loses the dice to the player at his left and puts a counter in the "kittie" in the center of the table.

When a number is thrown for which there is no card exposed, the player keeps the dice and con-