

If a player does not "echo" the letter and number called by Umpire, Umpire removes any one counter from player's card.

If Umpire at any time discovers a misplaced counter, he calls "HOKUM" and removes any number of counters not exceeding 5, from that player's card, breaking player's longest existing rows.

After each hand (i.e. after Jingo is called and the score is recorded by the Umpire for the winner) new cards are dealt for the next hand or cards are exchanged between players.

UMPIRE should call numbers with moderate speed, allowing only reasonable time for play and placement of counter (no delay).

Winning a row may be proven by the Umpire (if called upon to do so) by seeing that the covered numbers of a completed Jingo row correspond with discs called by him during that run. For this purpose during the game (though seldom used) the Umpire after drawing and calling a LETTER and NUMBER, places the discs face-up as he calls them, apart from the face-down Drawing Pile.

If two players call "JINGO" at exactly the same moment, the Umpire must decide which player called first. If doubt exists in Umpire's mind, both players score.

THE GAME IS FOR 1000 POINTS, winner being the one first reaching or passing that score.

A Partnership Game may be played (two against two), the score of either partner counting for mutual benefit.

JINGO or **HOKUM** is sold by all leading **DEALERS**, or mailed post-paid by the publishers on receipt of \$1.00.

RULES FOR PLAYING JINGO

or "HOKUM"

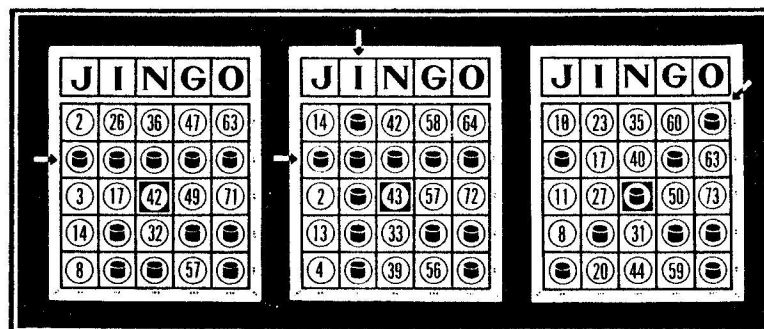
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A GAME FOR A ROOMFUL

JINGO may be played by from three to twelve persons. A jolly, fun making game, learned in two minutes.

The **OBJECT** of the Game is to win 1000 points; Score is made in each hand by the Player who first covers a complete row with five counters, earning thereby the total indicated in small figures on the margin of the card. The completed rows may run vertically, horizontally, or from corner to corner. Rows passing through the Center and combination of two rows, scores a Premium count.



Arrow indicates a horizontal winning row. Score as indicated on card margin.

Arrows indicate a "Double Jingo." Score for both, plus 100 premium.

Diagonal Winning Row. Score doubled because it passes through center.

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PLAYING UTENSILS. One Card for each player (changed after each Jingo). A small handful of wooden counters for each Player. "Calling Disks" for the Umpire.

UMPIRE. One player is chosen **UMPIRE**. He shuffles the Jingo cards, deals ONE to each player, and provides each with a small handful of **WOODEN COUNTERS**. The Umpire then places the printed **DISCS face down** upon the table and **SHUFFLES** them thoroughly.

PLAYING

The Umpire draws a disk and turning it face up, Calls clearly the **LETTER** and **NUMBER** drawn. For example: "G 46," (the letter indicates the column in which the number is to be looked for).

Players all then call loudly in unison "G 46" (or whatever the letter and number may be) and any player finding that number in the proper column upon his card, immediately places a wooden counter upon it (in this case, for example, the number "46" must be "found" in column "G").

If the number called is **not** found on a player's card **in the column of the letter called**, no play is made by that person.

The game proceeds, the Umpire drawing and calling **LETTER** and **NUMBER**, and placing all discs as he reads them face up in a separate pile, the players echoing the call of the Umpire and any player finding the corresponding number in the column of that letter on his card places his wooden counter thereon and calls "found." Thus, for example, "G 46 Found."

The hand continues until one player has covered with wooden counters five numbers, completing a row either obliquely from corner to corner, vertically or horizontally. He then quickly calls "Jingo." The total value of the covered spaces in any row will be found on the border of his card. This number appoints his score for that Jingo and the Umpire records it.

PREMIUMS. "CENTER JINGO." If a player completes a row of five which runs through the central number he calls "Center Jingo" and his score for that "Jingo" is doubled.

DOUBLE JINGO. If a player in making **JINGO** completes two rows by playing the last piece so that it makes a row of five in two directions (see diagram) he calls "DOUBLE JINGO" and scores the total of both rows besides adding 100 Points to his score.

DOUBLE CENTER JINGO. If a player makes a **DOUBLE JINGO** with either one or both rows through the center, he calls "DOUBLE CENTER JINGO"; he doubles the score for both completed rows; re-doubles on the row (or rows) passing through the center and adds 100 to his score.

In case **DOUBLE JINGO** is called at the same moment that another player completes and calls "JINGO," the Umpire gives decision to player calling "DOUBLE JINGO."

PENALTIES. If a player calls Jingo through error (i. e. before completing a row of 5) any Player seeing the error calls "HOKUM" and the Umpire removes all pieces placed in that row as a penalty.