

THREE PLAYERS

Make-A-Million

DEAL the cards and BID as in the four-handed partnership game. The Highest-Bidder always seats himself, or changes his seat, so as to sit opposite the Dummy which becomes his partner for that hand. The two other players are his opposing partners.

The player at the left of the Highest-Bidder begins the game by leading any card he chooses. After this lead is made, Dummy's hand is displayed face up on the table (in front of the imaginary Fourth player), and arranged in suits so they may readily be seen. Highest Bidder then plays from his Dummy Partner's hand on the lead just made and continues to play for Dummy and for himself in proper turn, throughout that hand. When a card from Dummy's hand takes a trick, the next lead, of course, is made from Dummy.

A score for each of the three persons is recorded at the end of each hand. Partners each score the total amount they have together made; as if each alone had made the captures, having, therefore, identical scores for that hand (as a matter of interest Dummy's score may also be recorded). Highest Bidder is set back the amount of bid if he does not earn it. The pack is then redealt and whoever becomes Highest Bidder takes Dummy as his partner for that hand. The first player earning a Million wins the game.

NOTES

1. In counting captured cards, it is etiquette not to segregate the Money cards when taking the score. Simply run off your captured tricks one card at a time, face up on the table so all may see, adding the Money cards as you come to them. This facilitates shuffling for next hand.

2. Neither Bull nor Bear can capture a trick. They simply change the Value of a trick for the side capturing it, if it contains any money cards.

3. If as may occur Highest-Bidder cannot place or return three plain number cards (1, 3, 9, or the like) to the Nest, he must in such case nest such plain number cards as he can, and also nest a money card or cards). In such case only, he must show all cards in the discarded Nest.

4. Options. When playing Manhattan Million some Clubs prefer to eliminate the Tiger from pack. For a Short game play for Half-a-Million.

5. Scorekeeper should always jot down the amount of highest-bid before each hand begins.



"Make-a-Million"

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By GEORGE S. PARKER

A Partnership Game for Four

Also for Three Players

What it's all about!

It's quickly and easily learned. A game of simplicity, novelty, and excitement!

THE OBJECT of each side is to Capture tricks in which Money Cards have been played. The side first scoring a total of a Million dollars Wins. The privilege of naming trump Color and getting the "Nest" goes to the Highest Bidder, and if he and his partner do not earn their Bid, they are "Set-Back". The Bull and Bear cards are extremely interesting and effective in play. If the Bull is played in a Trick containing Money cards it Doubles the value for the partners who capture that Trick. But if a Bear is played it destroys any value in that Trick. The Tiger is the highest trump.

Rules for "MANHATTAN MILLION," a variation of Make A Million, much used by advanced players, will be found on a separate leaflet.

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THE PACK contains fifty-five cards consisting of the Tiger (highest trump), the Bull (which doubles value), the Bear (which destroys value), and four suits of colors,—RED, YELLOW, BLACK, and GREEN, ranking in the following order of capturing power:

\$40,000 (high) \$30,000, \$15,000, 11, \$10,000, 9, 8, 7, \$5000, 4, 3, 2, 1 (low) (There is no 6 card.)

(Note from the above that as far as its power to take tricks is concerned, a \$5,000 card is treated as if it were a 5 card,—and a 10,000 card as a 10. But in Scoring, Money Cards count their full face value.)

RULES

DEALING: Draw for the right to Deal,—the player drawing the highest card dealing. The Deal, after each hand passes to the left. Deal out the entire pack, the last three cards however, are placed face down at the Dealer's right to form the NEST (this Nest will go to the Highest-Bidder, who also names the Trump-Color). Assort the cards in your hands according to Color.

BIDDING: Players Bid for the privilege of choosing Trump-Color. Bidding always begins at \$175,000 to \$200,000 and usually goes to the Highest Bidder from about \$220,000 to \$260,000.

The Dealer for the purpose of opening the game must make a bid of at least \$175,000 and not over \$200,000. The Player at his left then bids any amount he thinks he and his partner can together earn in that hand. Do not tell what Color you bid on, simply the amount you bid. Each bid must be at least \$10,000 higher than the previous bid and must be divisible by five.

Thus following a starting bid of \$175,000 (commonly expressed by saying "one seventy-five"), bids such as \$190,000, \$200,000, \$210,000, \$225,000, \$235,000 and the like, are proper.

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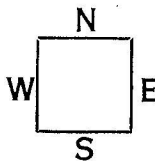
The highest possible score for one hand is \$400,000. Plus what the Bull may Double, and Minus what the Bear may destroy.

The Turn to Bid passes to the left,—each Player in turn having a chance to raise the last bid or "pass". A Player who has "passed" cannot again make a bid on that hand. A Player who has not "passed" may continue in his turn to raise the last bid. A Player may bid higher than his Partner. Bidding continues until all save the last bidder have passed.

HIGHEST BIDDER AND NEST: Before naming his choice for trump Color, Highest Bidder takes into his hand the NEST of three cards, hoping to gain advantages thereby, selecting and retaining any or all of the three cards and discarding or returning three cards in their place. He must not leave nor place a Money card, Bull, Bear, or Tiger card in the Nest. The Nest is then set aside and not used again in that hand. Highest Bidder then announces Trump-Color.

(No one but the Highest Bidder sees the Nest cards, though the Nest may be examined as a matter of interest after the hand has been played out and the score taken.) See Note 3 on last page.

EXAMPLE: A and B are Partners, playing against Y and Z. A, sitting at left of Dealer, opens by bidding \$175,000 (usually referred to as "one seventy-five"). Y bids 190. B, who has a poor hand, "passes". Z, who has a strong hand, raises his partner by bidding 200. A then bids 210. Y passes. B has already passed. Z bids 220. A passes and so Z becomes the Highest Bidder at 220 Thousand. Z, being Highest Bidder, now picks up the Nest, and after discarding names Trump Color.



PLAYING: After the Color of trumps is announced by Highest Bidder (and the Nest removed or set aside), the Player at the left of the Highest Bidder starts the game by playing to the center of the table any card of any Color. The play passes to the left, each person playing one card. The highest card of the Color led TAKES the cards thus played, called a "Trick", unless the trick is "trumped", (i.e., if someone plays a card of the trump Color) in which case the Trump takes the trick. If two or more trumps are played on the same trick, the Highest captures.

Note that a player is Obligated to follow the Color led, if possible; (that is to say, if a player has a card of the color led, he must play a card of that color) but if a player does not have a card of the Color led, he may either "throw away", (i.e., play a card of any other color), or he may in such case, play a Trump, or Bull, or Bear, if he has one, or a Money card if he thinks his Partner will capture the trick.

Note that Money Cards are played, led, and have capturing power, just like other cards, the only difference being that they are count cards which score for the side capturing them.

Whoever takes a trick places it face-down near him (or passes it to his Partner to keep in one group). He then leads a card of any Color he wishes to start next trick. Partners must not advise each other what to play.

THE BULL CARD may be played only when its holder cannot play a card of the Color led, or when it is the last card held in the player's hand. It is a very important card because it doubles the value of count cards in that trick for the side that captures the trick.



EXAMPLE: Suppose S leads a low Red card W (his opponent at his left) follows with a \$40,000 Red. N, (S's partner) unable to capture, plays a low Red. E, (W's partner) holds the Bull, and having no Red cards plays the Bull. The trick is, of course, captured by W and this trick is set aside by W face up with the Bull on top, and its value of \$40,000, when taking the score, is doubled for partners W and E counting \$80,000.

BEAR CARD: Just as a Bull card may be played to double the value of a trick, so the Bear card (if its holder cannot follow suit) may be played to entirely destroy the value of a trick. Note that neither Bull nor Bear can be played if its holder can play a card of the color led.

Neither Bull nor Bear can capture a trick. They simply change the value of a trick containing Money cards for the side capturing it.

If, as often occurs, the BULL and BEAR cards are both played upon the same trick, the value of the trick is affected only by whichever of them is played last. Note that the BULL or BEAR may be led only when the player has no other cards left in his hand, and if led the Player who first follows with a number or money card establishes the Color of that suit. Note that BULL and BEAR tricks are always placed face up with the BULL or BEAR card on top to facilitate scoring. Other captured tricks are placed face down.

TIGER CARD is always the highest Trump and may be used like any card of Trump-Color. If led it calls for the play of trumps, and the lead of Trumps calls for its play if its holder has no other trump card.



SCORING: After all the cards of a hand have been played, the score of captured Money cards is taken by each Side. Any Money cards in the trick in which the BULL is played count double, and the trick in which the BEAR card is played is worthless (subject, of course, to the rule on opposite page regarding the play of both BULL and BEAR in the same trick.)

If the Highest-Bidder's side has captured cards amounting in total either to, or in excess of its BID, it scores all it has earned; but if the Highest-Bidder's side has failed to earn its bid it is SET BACK the total amount of its Bid (i.e., having had the privilege of naming Trump Color, if Highest-Bidder's side fails to earn its Bid it not only cannot score what it earned, but has the exact amount of its Bid recorded as a Minus Score to be deducted from what it has earned, or may later earn.

Opposing side (i.e., the side which did not name Trump Color) always gains the total amount it has made.

EXAMPLE: Suppose N is Highest Bidder at \$240,000, and N-S (partners) capture a total of \$200,000 beside a BULL trick containing \$30,000 which is doubled (counting \$60,000). They have "made their Bid" and score \$260,000. But if N-S's count had been anything less than their bid they would be set-back their Bid.

W-E score the total they captured.

The Game is WON by the Side first obtaining a score of ONE MILLION DOLLARS. In case both sides reach or exceed ONE MILLION at the end of the same hand, the Side having the highest score Wins.

Inquiries or comments will be gladly answered, if stamp is enclosed, by the Author of "Make-a-Million", Box 900, Salem, Mass.