

===== RULES for the GAME of =====

MEXICAN PETE

(I-GOT-IT)

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From two to eight may play.

The Object of the Game

Each player attempts, by the throw of dice to be the first to turn down all his cards and so win the pot from the center of the table.

Equipment

In this game there are two dice, a number of counters, and eight sets of cards in different colors (ten cards to a set).

To Start the Game

At the start of the game each player is given twenty-five (25) counters and one complete set of cards.

He should place these cards **face up** in numerical order on the table in front of him and ante one counter to the center of the table.

Turning Cards

Now throw the dice in turn. The player throwing the highest total starts the game. He throws the dice and if the total corresponds to a number **at the top** of one of his cards, he turns that card face down. He should **always observe the combination of dice printed on the center of his card** and if the faces of the dice he has thrown correspond to those shown on the card, he **must** act on the penciled instructions also.

Example. In the orange suit the number 6 card shows a combination of 4—2. If the player threw a 5—1 or a 3—3 he would simply turn the 6 card down, but if he threw a 4—2 he would have to follow instructions and ante two counters to the center of the table before he turned down his card.

In all cases when a total is thrown corresponding to the number on the top of his card a player **must say**, "I GOT IT" before turning that card down.

(SEE OVER)

IF THE TOTAL OF THE DICE IS SEVEN THE PLAYER WHO MADE THIS THROW IMMEDIATELY **PUTS A COUNTER IN THE CENTER OF THE TABLE AND PASSES THE DICE** TO THE PLAYER ON HIS LEFT.

When Cards Cannot Be Turned

1. When the combinations noted below are thrown **do not turn down your card** but follow the instructions noted on its center.

Combination 3—3 on card number 6 in the green hand.

Combination 4—4 on card number 8 in the tan hand.

Combination 5—1 on card number 6 in the white hand.

Combination 5—3 on card number 8 in the blue hand.

2. When a player throws a total which is on a card he has already turned down, he may not turn any other card but may throw again **unless** some other player who has that number turned up on one of his cards calls out "I-Got-It".

Claiming a Throw

When any player sees that the throw of the dice which another player has made shows a total equal to one of his own cards which is face up in front of him (and the player throwing has that card turned down) that player may call "**I-Got-It**", turn his own card down after following instructions, if the dice correspond to a combination on his card, and claim the dice for the next throw.

Note. No player may call "I-Got-It" on another player's throw if that player has the card turned up. In case of two players calling together, the one nearest the left of the throwing player gets the call.

If any player who has the right to call "I-Got-It", fails to do so before the dice are thrown again, that player must ante one counter to the center of the table if his slip is noted by any other player.

Penalty

If any player calls "I-Got-It" when he has no right to do so he must pay one chip to the center of the table as a penalty.

Winning the Game

The player who first succeeds in turning down **all** his own cards **wins the Game**.

Rewards

The winning player takes all the counters in the center of the table and receives from each other player **one chip for each even card** (2, 4, 6, 8, 10, 12,) and **two chips for each odd card** (3, 5, 9, 11,) left turned up in that player's hand.

New Game

All hands should be passed to the left at the completion of each game thereby giving each player a new hand for each game. When starting a new game, the dice should go to the player at the left of the last one throwing in the preceding game.

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