

If 4, 1, 9, 5, 9 and QUIEN SABÉ card are played, the QUIEN captures. This capture is worth 30 points, 5 for the 5 and 25 for the QUIEN SABÉ card.

If 3, 9, 4, 10, 12, 12 are played, as the two highest cards *pair*, or *tie*, these cards remain in the *pool* and are captured by the highest played next time, unless there is another tie, in which case the cards stay in the pool until the tie is broken and the pool captured.

The more who play the merrier (as many as can comfortably sit around a medium sized table). A special pack for 8 or fewer players is made, selling at 75 cents. When a still larger number wish to play, use two packs, one pack with *red* backs and one pack with *blue* backs, one taking the Red A set, another the Blue A set, etc.



QUIEN SABÉ

has created the greatest sensation in games since our celebrated games of Ping-Pong and Pit.



PARKER BROTHERS (Inc.)

Salem, Mass., New York and London

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Greatest Fun of any Game in the World

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QUIEN SABÉ

(Pronounced KEY EN SARVY. Spanish, meaning Who Knows)



COWBOY GAME

TRADE-MARK

Learned in Two Minutes!

Catchy as WILDFIRE!

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SALEM, MASS., NEW YORK and LONDON

This pack is for three, four, five or SIX players. A special edition of Quien Sabé for eight players is published for 75 cts.

RULES

QUIEN SABÉ should be played quickly and with spirit.

This pack is for three, four, five or six players (20 cards for each player, one of which is the QUIEN SABÉ card).

The letters on the back are simply to distinguish one player's cards from another when they are distributed.

Draw from the pack to see who gets the highest card, the player drawing the highest card acting as "rounder up" during the game.

The duties of the "rounder up" are simply to distribute the cards, call "down" and "up" at the proper time, and keep the score.

The "rounder up" gives one player all the A set, another all the E set, another all the I set, etc. If less than six play, use only as many letters as there are players, i. e., set aside the "W" set, etc.

(AGCA has orig.)

Each player arranges his hand so that he may easily get at the high and low numbers.

His hand will consist of 20 cards, all bearing the same letter on the back, one of the cards being a QUIEN SABÉ card, and there will be three 5s, three 10s in each player's hand, but only one card each of the other numbers.

When the players are ready, the "rounder up" calls "**down.**" **ALL PLAY AT ONCE**, each player drawing from his hand *any* card he desires to play, and reaching it towards *the center of the table*, holds it *face down*, so it cannot be seen. The "rounder up" then calls "**up,**" and each player quickly turns his card *face side up*.

Whoever has played the card bearing the highest number takes all the cards played. Should, however, two or more players *tie* upon the *highest* number played, the cards are left on the table forming a **pool**. Each player then selects another card, and at the word "**down,**" plays to the center of the table, as before,—the highest card played (unless there is another tie) capturing all cards played, including the pool.

The object of each player is to capture the cards thus played in hopes that he may secure thereby a number of "COUNT CARDS," cards **5, 10, 15** and QUIEN SABÉ being the only cards that *count*. *All other cards are worthless to capture or save.* A QUIEN SABÉ card will capture all cards below **11**, that is, including **10 down**, but is captured by cards from **11 up**. (Its capturing ability is therefore as 10¹/₂.) **The QUIEN SABÉ card counts 25 points, however, to the player who captures or saves it.**

SCORING. When the last card has been played, each player examines the cards of the tricks he has taken and scores as follows:

Each 5 counts 5.
Each 10 counts 10.
Each 15 counts 15.
Each Quien Sabé counts 25.

The game is won by the player first obtaining 500 points.

If, when the last trick is played, there should be a tie of the highest number, the pool thus formed is *left on the table*. The player who takes the first trick of the new round-up will capture the pool. In this case the new hand of each player will be less than the regular hand of twenty cards, but all of the *same letter* that formed his set before.

After all the cards have been played, divide the pack according to the letters on the back, giving each player the **same letter** he had before.

REMARKS. It will be noted that all players start each new hand holding the same number and value of cards. The success of the game depends upon the judgment and skill used in playing the right card at the right time, and guessing what the others will play.

Study closely the characteristics of your opponents. If you are a mind reader you can win all games.

One should rarely play all his high cards first, nor is it always best to hold all of the highest cards until the last.

When a player plays a **count** card, and it proves to be the highest card played (thereby capturing the trick), he is said to "save" that card. A saved card counts for its owner, when scored, just as if it were captured from some one else.

As each player has a Quien Sabé card, and desires to save it, he will naturally play the Quien Sabé card at a time when he *thinks* the other players will play low cards.

The interest of the game is intensified whenever there is a tie, and the capturing of a tie containing count cards increases greatly your chances to win. Much depends upon your remembering what cards have been played. Your plan of action will be varied in each game with the idea of frustrating the plays of your opponents. **Do not think that you discover all the good features of this game at one sitting.** New points and interest develop the more you play it. The shrewd player in the long run stands the best chance.

EXAMPLES. If **7, 10, 4, 8, 11** and QUIEN SABÉ are played, **11** captures (and the hand, although it is not scored until all the cards have been played, will count the capturer **10** points for the 10, and **25** points for the Quien Sabé card, i. e., **35** points).