

TOM MIX'S GAME

Wildcat

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PARKER BROTHERS, Inc.

Quickly and Easily Learned! • EXCITING! • WILD!

A GREAT PARTY GAME

For 3 to 9 Players

• RULES •

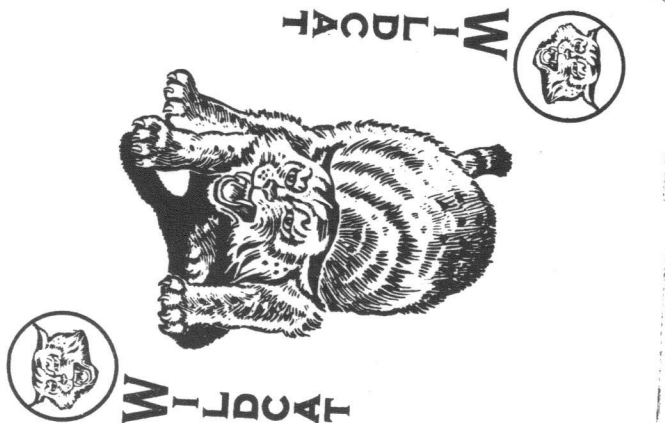
GENERAL IDEA OF THE GAME. The game is based to a certain extent on the exciting methods of trading used by nearly all American Stock, Produce, and Commodity exchanges. There are SEVEN CARDS EACH of the money denominations: \$20, \$30, \$40, \$50, \$60, \$70, \$80, \$90, \$100 and one WILDCAT card.

THE IDEA IS TO OBTAIN, by trading, a group or groups of four or more cards OF ANY ONE DENOMINATION. As soon as a group is thus obtained by a player, he should remove it from his hand and place it face down on the table. A player also trades to build one or more cards onto the group or groups which he has previously placed on the table, *his object being to remove from his hand and onto the table all of the cards which he holds, thus winning the game.*

If there are three cards or less left in a player's hand after he has placed one or more groups **face down** on the table, he must then seek, by trading, to obtain cards similar to his group or groups which he has already laid down so that he may thus add to the cards which he has removed from his hand. In this situation, this is the only way he may "go out" and win the game.

THE WILDCAT CARD is "WILD"—that is, it may be traded as a card of any denomination, *but it cannot be used to make up a group of four or more cards which a player will place face down on the table.* The WILDCAT CARD must always be held in the player's hand or traded to some other player. A player who holds the WILDCAT CARD and wins the game has his score **DOUBLED**; a player who holds the WILDCAT CARD, when one of his opponents wins, has his loss to that winning opponent **doubled**.

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SCORING. The player who first disposes of all the cards in his hand (excepting, of course, the WILDCAT CARD which he may hold) and thus "goes out" wins the game and his score is credited with the total number of dollars as shown on the cards which are still held in the hands of the other players. Each losing player's score is debited separately with the total number of dollars, as shown on the cards which each losing player still holds in his hand when the trading is over. (Remember the rule about the WILDCAT CARD, as explained above.)

Each deal is a complete game by itself.

TO PLAY. Shuffle the cards thoroughly and deal to the players, it being immaterial whether the deal comes out equally. *SORT YOUR CARDS* as quickly as possible and decide mentally which denominations you will corner (whether \$20 — \$50, etc.). You will naturally start to corner the denomination of which you have the most. The dealer (having allowed about half a minute for his sorting) calls "TRADE" from which moment the play begins. From one to three cards at a time are traded with any of the other players as quickly and as often as possible. (A player trades cards he does not want in hopes he will get in exchange cards of the kind he wants to corner.)

REMEMBER from the moment the dealer calls "Trade" all players must begin to trade. There is no waiting for turn. Get at it immediately! Players all call at once. Such are the methods of the great American Trading Exchanges. The more rapidly the trading proceeds, in fact, the greater the babble, the higher the laughter, and the more ludicrous the excitement.

HOW TO TRADE. Take from your hand any card or cards (ALL OF THE SAME DENOMINATIONS) that you wish to trade and holding these cards up (without waiting for turn) call rapidly and loudly thus — "TRADE ONE! ONE! ONE!", or "TWO! TWO! TWO!", or "THREE! THREE! THREE!" (whichever number of cards you wish to trade), continuing calling until someone trades with you. Whoever wishes to trade this number of cards with you must call in return "ONE! ONE! ONE!", "TWO! TWO! TWO!" (or whatever the number of cards may be) and TAKE YOUR CARDS, GIVING YOU AN EQUAL NUMBER OF CARDS (all alike) FROM HIS OWN HAND.

DO NOT SHOW THE CARDS IN TRADING, keep them face down, merely calling the number of cards which you wish to trade. KEEP ON TRADING WITH EVERYBODY AND ANYBODY to obtain additional cards of the kind which you wish to corner.

When you have managed to get every card (except possibly the WILDCAT card) out of your hand and into one or more groups on the table, raise your arm at full length above your head CALLING, "TRADING IS OVER." This ends the game.

IMPORTANT NOTICE

WILDCAT is a LIVELY game. Put ENERGY into your trading and trade as quickly as you can.

Remember that when the dealer calls "Trade" every player, without exception, must begin to trade. The noise and excitement that ensues adds tremendously to the fun of the game.

If you trade more than one card at a time, *the cards you trade must be of the same denominations.* For instance, you cannot hand a player one \$20 card and one \$50 card after calling "TWO! TWO! TWO!" *Remember, however, that the WILDCAT card being WILD may be traded as any denomination, so that you may hand a player one \$20 card and the WILDCAT card after calling "TWO! TWO! TWO!"*

If a player wishes to trade two or three cards and other players will exchange only lower numbers, he may change his call and trade the smaller number of cards.

If you find it hard to corner one denomination, try another.

PENALTY. If a player calls "TRADING IS OVER" before he has removed all of the cards in his hand (with the exception of the WILDCAT card), or if a player begins to trade before the dealer calls "TRADE", \$200 is deducted from his score if he is the winner, or added to his score against him if he is the loser. (The WILDCAT card will double this \$200 in exactly the way it doubles the score in normal play.)

From three to nine persons can play "WILDCAT" at the same time, but five or six players is an ideal number for a lively and exciting game. If less than five play, remove all \$20 and \$30 cards.

Questions on WILDCAT will be gladly answered by the publishers, Parker Brothers, Inc., Salem, Massachusetts. Postage should be enclosed for reply.

TOM MIX

A few words about Tom Mix taken from a character sketch by Tom Carskadon

Tom Mix was a town marshal in the cow country of Oklahoma, rounded up bandits and cattle rustlers as a member of the famous Texas Rangers, became a champion bulldozer of steers in cowboy rodeos, and is one of the outstanding Western actors of the movies. He carries scars of some fifteen bullet wounds, twenty-two knife wounds, has had more than thirty bones broken, and was injured twice in artillery explosions.

Throughout this long career of danger and daring, there are two things in which **Tom Mix** has never wavered. He has always been a straight shooter, has fought on the side of law and order and right, regardless of peril to himself; and he has always regarded the friendship and love and admiration of children as the most valuable things in his whole life.

Do you know that in all the movies that **Tom Mix** ever made, he was never shown as walking up to a bar or taking a drink, and he was never shown smoking? He was always shown as helping out good against evil, he was always kind to all animals, especially his beloved horse, Tony, and he was always kind to children.

He keeps up these principles in everything he does. In his circus, he will discharge a man instantly for abusing an animal. He makes sure that all his ticket sellers and ticket takers are strictly honest and will give the right change.

First and foremost of these principles is that "Tom Mix pulls a gun, but never pulls the trigger." Second principle is that there shall be no actual killings. These principles emphasize the fact that **Tom Mix** is not a killer, but a man who fights only to protect himself or others in his care.

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PIGSKIN
MONOPOLY
KAJI
LEXICON



BUY THEM FROM YOUR DEALER

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