

LIST OF WORDS THAT "COUNT"

B	C	H	M	W
Bait	Call	Hint	Monk	Wait
Bale	Can	Hint	Moon	Wake
Balk	Can	Hire	More	Walk
Bam	Cart	Hiss	Morn	Wane
Bank	Car	Hint	Mort	Want
Bans	Car	Hole	Moss	Ware
Bars	Car	Hone	Most	Warn
Bar	Cart	Hong	T	Warn
Bar	Car	Hook	Talk	Warn
Bar	Car	Hoss	Talk	Warn
Bar	Car	Host	Tank	Warn
Bar	Cart	M	Tars	Wasp
Bas	Cent	Main	Tart	Weak
Bas	Chap	Male	Task	Wear
Bas	Chin	Mane	Teak	Welt
Beak	Chip	Melt	Teas	Wens
Beam	Coat	Mark	Tens	Went
Beat	Com	Mart	Tent	West
Belt	Colt	Mask	Test	What
Bent	Cone	Mass	Than	Whit
Bike	Cork	Mast	That	Whit
Bile	Corn	Mean	Thin	Wile
Bilk	Cost	Meat	This	Wilt
Bina	Crop	Melt	Tilt	Wine
Boas	H	Mess	Tink	Wink
Boat	Halt	Mile	Tins	Wins
Boat	Hard	Milk	Tint	Wins
Bole	Hare	Mine	Tire	Wire
Boit	Hare	Mink	Tone	Wise
Bona	Harp	Mint	Tons	Wisp
Bore	Harp	Mire	Tore	Wont
Born	Hasp	Miss	Torn	Wore
Boss	Hcap	Mist	Tort	Work
Bran	Hcat	Moan	Toss	Worn
Brat	Help	Moat	Tram	Wrap
	Hens	Mole	Trip	Writ

Kuli-Kuli DIRECTIONS

First separate, by cutting along the dotted lines, each card into four sections, as shown on the front of this cover, thus making 24 pieces in all.

Kuli-Kuli may be played by from two to six persons, although a single player may derive much entertainment by arranging and re-arranging the sections into the almost countless amusing combinations that may be made with the 24 pieces.

Place the 24 sections with the picture sides down and the numerals I, II, III and IIII facing up, on a table or other flat surface.

One of the players acts as shuffler and scorer and mixes the sections as if they were dominoes. The player at the shuffler's left picks at random any four sections numbered in their order, I to IIII, which makes a set or one complete comic character.

When each player has drawn a set, all the players turn over their sections, picture side up, and proceed to arrange them in order to form a picture—first the hat, then the face (either way up) next the body, and the legs last.

If the four letters at the left of a completed figure, arranged in proper order, form one of the words in the printed list on the bottom of the box, the player holding the card scores one point toward game, which is ten points (or words).

Having marked the scores, the first shuffler passes the shuffle to the player at his or her left, who becomes the shuffler and scorer; and so on in turn until the game is finished and one or more individual scores of ten are made.

Ties are to be played off, proceeding as before.

The faces being reversible and interchangeable may be placed either way, and should both letters form words two points are scored.

The words that score for points are confined to the list printed on the bottom of this box. To avoid confusion and argument no other words should be used. In other words, if a combination of four letters at left of the card form one of the words in the list, that word counts one point toward the goal of ten points, which is "Game."

If the word is not in the list it doesn't count.

If only two players engage in the game each player may draw three sets of four each. Three players two sets. If four or five are playing they leave two sets or one set, as the case may be, untouched.

Names of players should be written on a score sheet, and scores marked under each name as the game proceeds.

See Bottom of Box for List of "WORDS THAT COUNT"