

## Rules for Playing SLAP JACK

### No. 54

- Three games may be played with cards in this box:

#### No. 1 — SLAP JACK

One of the party to deal. After the pack well, the dealer holds the cards face down and turns one card up at a time, placing it in the center of the table so all players have a chance to see it at the same time. There are eight picture cards, two of each of four different characters.

When "Willie Whistle" picture card turns up, the player who WHISTLES first takes all the cards that have been turned up. Likewise when the "Hi-Sing" picture card turns up the player who starts to SING first takes the cards, and with the "Gertie Giggle" card the one who GIGGLES first, and with the "Slap Jack" card the one who SLAPS his hand down on the Jack first takes the cards.

If a player Whistles, Sings, Giggles or Slaps the wrong card he must give back to the dealer all the cards he has.—The object of the game is to capture the whole pack and the player doing this first wins.

#### No. 2 — BID JACK

With four or less playing, deal 7 cards to each player and lay the remainder of pack to one side. The player to left of dealer starts by bidding 1, 2, 3, or as many tricks as he thinks he can take.

The dealer may play the hand at the highest bid named, or the player getting the bid leads. The highest number takes the trick. Each player must follow with the number led or a higher number, if he has

one. When more than one of a number is played, the first one played takes the trick.

If a player fails to make his bid, he goes in the hole that much. Each player scores the number of tricks he takes. The player getting a total score of 45 points first, wins. Game may be played partners with 4 playing, in which case the side getting a score of 75 first wins.

#### No. 3 — SKAT

Shuffle and deal 5 cards to each player and put the remainder of the pack in center of table to draw from. Dealer plays first by drawing one card from pack and then laying down any 3 cards he has whose numbers are alike, such as 3's, 2's, etc., or any three cards whose numbers run in succession, such as 2, 3, 4, or 4, 5, 6, etc. He then discards one card by playing it, face up, beside the draw pack. The player at the dealer's left then plays in like manner, etc. The object is to play out all your cards as soon as possible. When a player has played out all his cards, the other players add up the total numbers on cards remaining unplayed in their hands, and the scorekeeper gives this total to each as his score for the hand.

Play in this manner for the time available and the player having the lowest total is the winner.