

“CONTACTACK”

CONTACTACK is a scientific game of skill and promotes alertness, concentration, accurate planning and rapid calculating. It should always be played with earnest intent to win. ¶ **NUMBER OF**

PLAYERS: From 2 to 7 persons may play at one time. The game is started by placing all contactack chips face downward on the table, moving them around until well shuffled. ¶ **TO START PLAYING:** Start the game by each drawing 5 chips placing them face upward before you. Arrange your chips so that the numerals appear right-side-up before you. Your chips must always be in plain sight of all other players.

WHO PLAYS FIRST: The player having the smallest chip plays it first. If a tie the next smallest, etc. To determine the smallest chip add its 3 numbers together. Their total-determines its size. ¶ **HOW PLAYS**

ARE MADE: The first chip is placed in the center of the table. The next player on the left may play a chip against anyone of the exposed sides of the chip just played, providing he can make a **legal contactack** or a **counting contactack** play. A **legal contactack** play is made by playing a chip against another already played, by matching the contactacking sides in color and the numbers. (Example: A red 6 can play against a red 6). A **counting contactack** play is made by matching the contactacking sides in color and numbers; that when added together total 5, 10, 15 or 20. (Example: A blue 8 can play against a blue 7 since their total is 15). Each player must then in his turn make either **legal contactack** or **counting contactack** plays, playing only against the exposed sides of the last chip played, (except when making an **opportunity play**, described later). ¶ **DRAWING FROM RE-**

SERVE: If player does not have a chip with which he can make either a **legal** or a **counting contactack** play or if he does not wish to make a play on account of benefiting another player, he may draw from the reserve, one chip at a time until he can play or until he has 5 chips before him. (No player must have more than 5 chips at any one time). After a player has a full hand and yet cannot make a **legal** or a **counting contactack** play he may pass,

but in no event shall a player pass if he has a possible play or if he has not drawn his entire allotment.

¶ OPPORTUNITY

PLAYS: As the game progresses plays will appear which will cause the chip being played to come in contact with more than one other chip. This is known as an **opportunity play** and can be made only when all **contacts** on the play are either **legal** or **counting contacts**, or both. An opening for an **opportunity play** may appear with no one of the players holding a chip during his turn of play that will qualify to play into it. The game will continue on its regular course by each player in his turn playing as before. The **opportunity play** may be passed by several plays before some player draws, or discovers a chip that will play into it. A player can in his turn make an **opportunity play** regardless of its location. He may play into the opportunity opening instead of playing against the last chip played. The player following an **opportunity play** must play against the **opportunity play**. Always keep the opportunity openings in your mind as you may at any time draw a chip that will play into one of them. It is possible to make a count of 50 on one single opportunity play where 3 contacts are made.

KEEPING SCORE: Scorekeeper must credit each player with each counting contact play that he makes, writing down the amount of the count in a column under the player's name. At the close of the hand add each column. Each chip in the player's possession at the close of the hand counts 10 points against his score. (Example: The total of a player's column adds up to 85 but he has 4 chips at the close of the hand.

Subtract 40 from 85 leaving player net score of 45 for hand).

ONE HAND: One hand is completed when the first player to play his last chip has played or when the game is blocked because no one can make a **legal contact**, a **counting contact** or **opportunity play**. After each have drawn up to their allotment of 5 or all chips of the reserve have been drawn and each player in his turn has been forced to pass. ¶ **ONE GAME**

consists of 3 hands unless otherwise agreed.

Partners are optional with 4 players.