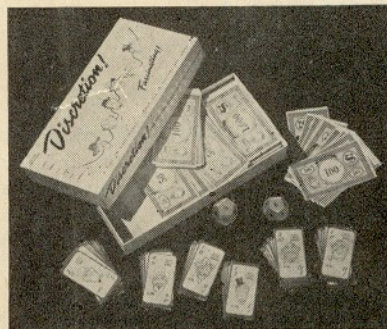


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## DISCRETION

DISCRETION is another game developed by J. W. Patterson, the originator of the well known games of CONTACT, NO-JOKE, NUBS, HURRY HOME, and others.

DISCRETION is an entirely new game in which imitation money is used. Exciting, with a rapid turnover. From 2 to 7 players may play in one game.

## How to Play . . .

### DISCRETION

The game consists of:

- 56 imitation bills of the 1,000 denomination.
- 56 imitation bills of the 500 denomination.
- 56 imitation bills of the 100 denomination.
- 28 imitation bills of the 50 denomination.
- 36 yellow and green number combination cards.
- 36 red and black number combination cards.
- 2 of the new Dodecahedrons (3 colored, 12 sided, solids).
- 1 complete set of rules and directions.

**TO START THE GAME:** Each player is given 8 of the 1,000 imitation bills, 8 of the 500, 8 of the 100 and 4 of the 50s. All of the number combination cards are placed face down in a pile. Each player then draws a card and places it face up in front of himself. The player chosen to play first then declares that he is rolling in either yellow or the red. If he declares red on this roll the yellow cards are of no value. If he has declared red and some player has the red card with the same two numbers as those rolled up on the Dodecahedrons, he has a winner and all other players pay to him the amount shown on his winning card. If on the roll no one has a winning card, all players draw another card. They also keep their first card. That gives each player two chances instead of one as on the first roll. If, on the next roll, no winner, all draw another card. This procedure is continued until someone has a winner. The same player continues to roll the Dodecahedrons until there is a winner. He must always declare the color before he rolls. A card with the right number combination on a roll is no good unless it is the right color. When a number of cards are out and someone has a winner, all other players pay to him the amount shown on the winning card multiplied by the number of cards of that same color that he has. For example, if you hold 6 cards, 4 red and 2 yellow. The roller has declared red and the Dodecahedrons roll up 3-9. One of your red cards have the numbers 3 and 9 on it. That card may have a value of 500. That would allow you to collect from each of the other players 500 times 4, or rather 2,000.

After there has been a winner, the Dodecahedrons are passed on to the next player to the left. All the cards are thrown back into the pile. They are mixed up after which each player draws one card to start the buildup for a winner with the new roller.

**TO END THE GAME:** A time limit should be set. When that time arrives, the game should definitely end. The winner is the player having the largest count in bills.

**TO GO ON RELIEF:** If a player does not have enough bills to pay off an obligation, he turns over all he has and that constitutes settlement in full. He then goes on relief. When a player is on relief, he is permitted to draw a card as do all other players on each roll until he has as many as 3 cards. He must not have more than 3 cards at one time. He may if he chooses, on additional rolls, throw one of his cards into the pile and draw another in its place. If he gets a winner he is back in the game on a par with all other players. A player on relief may take his turn at rolling the Dodecahedrons.

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