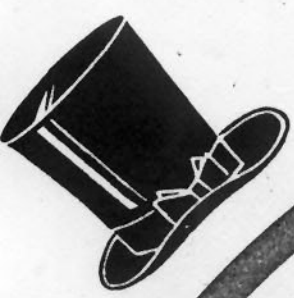


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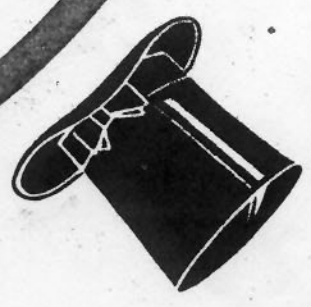
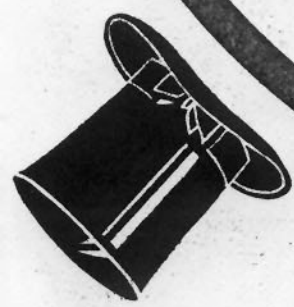


CHARLIE McCARTHY TOPPER

THE SNATCH A HAT GAME

THE SNATCH A HAT GAME

CHARLIE McCARTHY TOPPER



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EDGAR BERGEN'S AND

Game of

CHARLIE MCCARTHY'S TOPPER



EQUIPMENT • Eight wooden toppers, one deck of thirty-six special playing cards, a score pad, and a playing board are furnished.

HOW TO USE THE TOPPERS • The number of toppers used in the game should always be one less than the number of players. If there are nine players, eight toppers are used; eight players use seven toppers, etc.

HOW TO USE THE CARDS • The deck consists of thirty-six cards — nine books of four cards each. A book is made up of the four cards having the same number. Thus four cards having twos make a book, four threes, etc. As many books are used as there are players. If there are nine players, the full deck is used; if eight players, use eight books, and so on.

RULES FOR PLAYING

The dealer places the toppers on the playing board in the center of the table. He then shuffles and distributes the cards face down one at a time until all the cards have been dealt. Each player should have four cards. No one should look at his cards until the deal is completed. The object of the game is for the player to get a complete book of cards in his hand. This is accomplished as follows:

At a signal from the dealer, each player takes from his hand one card which he cannot use and passes it face down to the player at his left. Each player then picks up the card passed to him and determines whether he wants it. If he does not want it, he passes it to the player at his left. If he wants it, he keeps it and passes on another card which he cannot use.

This continues until one of the players succeeds in getting a complete book of cards in his hand. He immediately takes one of the toppers from the center of the table as quietly as possible, so that the others do not notice his action. However, it rarely happens that his movements are not seen, and there is a mad scramble by all players to secure one of the toppers. The player who does not get a topper is the loser, and the first letter of the word TOPPER is written after his name on the score pad.

The deal now passes to the player on the left of the original dealer.

END OF THE GAME • The first person to have the complete word TOPPER written after his name on the score sheet loses the game.