

"SORRY"

*The World's
Most Popular Indoor Game*

EXCITING. FASCINATING.

NO TWO GAMES ALIKE

Also

"P.M."

(Plus and Minus)

Unique.

*Each Player his own Board
and Men, and a Hand of
Cards to control his moves.*

RULES FOR PLAYING

"WHOT"

TRADE MARK REGD.

**A Unique
Card Game**

FOR THE FIRESIDE,
PARTY PICNIC,
CAR, OR TRAIN

*For Two or any number
of Players*

INTRODUCTION.

This booklet deals fully with shuffling, dealing, etc., but as there are only **FOUR** simple rules to "WHOT" it can be learned in a few minutes by people of all ages.

For the above reasons "WHOT" is ideal for both children and adults and is a really interesting game for them to play together.

Interest in "WHOT" begins with the first game for although considerable skill may be exercised it can be acquired whilst you play and enjoy the game.

THE RULES OF "WHOT"

THE DEALER for the first game is decided by each player cutting from the pack. The *WHOT* Card (20-W) counts high. The player cutting **LOWEST** deals for the first game. The player on the **LEFT** of the dealer for the first game deals for the second game, and so on.

THE DEAL is commenced after the pack has been well shuffled and cut by the player on the **RIGHT** of the dealer. The dealer, holding the pack face downwards, deals out one card to the player on his **LEFT**, then a card to the next player on the left, and so on until every player has **SIX** cards.

After completing the deal, the dealer places the remainder of the pack **FACE DOWNWARDS** in the centre of the table.

THE OBJECT of the game is for each player to get rid of his cards as quickly as possible under the three simple rules which follow.

THE LEADER, who is the player on the **LEFT** of the dealer, begins the game by playing **ANY** card from his hand, placing it **FACE UPWARDS** on the table beside the unexposed portion of the pack.

THE CALL CARD is the name given to the card thus exposed, and as each card is played, that card in turn becomes the "*Call Card*."

THE GAME proceeds by each player, in turn from the **LEFT** of the *leader* playing on to the *Call Card*, i.e., the last card played, either :—

1. A Card of **ANY NUMBER** but the **SAME SYMBOL** as the *Call Card*; or
2. A Card of **ANY SYMBOL** but the **SAME NUMBER** as the *Call Card*;
or
3. A *WHOT* Card *Calling* for any symbol he desires (See rules for *WHOT* Cards).

If a player **CANNOT** follow the *Call* by playing a card under one of the above three Rules, he **MUST** draw the **TOP** card from the unexposed portion of the pack, taking care not to disclose it to the other players.

NOTE CAREFULLY. A player's turn ceases immediately he draws a card. He cannot **DRAW** a card and **PLAY** a card in the **SAME TURN**. Cards are never discarded in "**WHOT**" as in many other games.

NOTE VERY CAREFULLY. Even when a player **CAN** follow the *Call* he is **NOT COMPELLED** to do so, but if he does not **PLAY** a card under one of the above three rules he **MUST** draw a card. For instance, a player may have in his hand a card which he thinks or *knows* would assist an opponent, but he is **NOT COMPELLED** to play it. It must, however, be clearly understood that when a player chooses **NOT** to play a card, he **MUST** draw a card.

A **WHOT CARD** may be played by a player (in his turn of course) on to **ANY** *Call* card, and entitles him to declare "what" (**WHOT**) symbol **MUST** follow, i.e., be the *Call*. For instance, he might call for a symbol with which he is "flush," or a symbol which he thinks, or even *knows*, a player who appears to be winning does not hold.

NOTE: A *WHOT* card may be played on to another *WHOT* card and cancel the *Call* made by a previous player. For example, if one player plays a *WHOT* card and *Calls* for *Squares* to follow, a subsequent player may play on to that *WHOT* card another *WHOT* card and *Call* for *Circles*, or any other symbol. On the other hand, he may play a *WHOT* card and let the *Call* remain at *Squares*.

THE WINNER of a game is the player who **FIRST** plays the **LAST** card from his hand. The game then ends and the scores are taken and written down.

NOTE: If the pack should be exhausted before a game ends, the last *Call* card is left **FACE UPWARDS** on the table, and the remainder of the pack turned **FACE DOWNWARDS** (without shuffling), the game proceeding as before.

NOTE: For more than five players it is desirable (though not essential) to use two packs. Packs with backs of contrasting colours are obtainable, enabling them to be easily separated.

THE SCORE against each player is the total of the numbers on the cards he still holds at the end of a game. **STARS COUNT DOUBLE** (use the white numbers in the small corner Stars for scoring only. These white numbers **MUST NOT** be used in play).

The score **AGAINST** each player should be written down at the end of each game. The player with the **HIGHEST** score should place a counter in the *pool* or *kitty*.

A SHORT RUBBER consists of **FIVE** games.

A LONG RUBBER consists of **TEN** games.

THE RUBBER WINNER is the player with the **LOWEST** score at the end of a rubber; he of course, takes the *pool* or *kitty*.

THE CARDS IN THE PACK

CIRCLES	1, 2, 3, 4, 5, 7, 8, 10, 11, 12, 13, 14.
TRIANGLES	1, 2, 3, 4, 5, 7, 8, 10, 11, 12, 13, 14.
CROSSES	1, 2, 3, - 5, 7, - 10, 11, - 13, 14.
SQUARES	1, 2, 3, - 5, 7, - 10, 11, - 13, 14.
STARS	1, 2, 3, 4, 5, 7, 8, (count DOUBLE when scoring)

"WHOT" - FIVE Cards (count 20 when scoring)
(54 Cards in all)

REMEMBER:—There are no 6's or 9's of ANY symbol.
SQUARES & CROSSES (FOUR Sided Symbols) have
no 4's or multiples of 4 (i.e., 4, 8, and 12).

HINTS ON PLAY

REMEMBER it is sometimes good to hold back a "WHOT" Card, but if held at the end of the game it counts 20 points against you.

REMEMBER to note which numbers and symbols your opponents cannot follow, especially the player on your left.

REMEMBER to note how many cards each opponent holds as the game progresses.

REMEMBER one card accidentally exposed to an opponent may lose you the game.

REMEMBER that even if you have collected a "handful" and your opponents have only one or two cards, you may still win if you play your cards carefully.

REMEMBER it may be to your ultimate advantage to prevent an opponent winning, rather than reduce your own hand, if by that means you can prolong the game and give yourself a chance of playing out.

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