

THE GAME OF CRIB-INO

This game is played with a special deck of 48 cards, each card divided into 4 triangles. Each triangle is a different color, and is given a number. The numbers run from 1 to 10 and are arranged scientifically as to number and color combinations. The 6 is underscored so as to tell it readily from the 9. The bottom of each number is always to the outer edge of the card.

THE OBJECT OF THE GAME is to play out each hand by **always matching color** and either "matching" or "scoring" numbers. When scoring the total of the two touching numbers must add to 5 or a multiple of 5, that is, 10, 15, 20, 25, etc. Play may be made **ONLY** on the last card played, OR by making an "opportunity play", that is, in any corner or space where two or more sides of the card come in contact with other cards when played.

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ALWAYS MATCH COLOR



MATCHING

Numbers (7 & 7) Match
But Do Not Score



SCORING

Numbers 7 & 8 Score 15
Points (Multiple of 5)

TO START THE GAME all counters are left in box to make the "Kitty", from which the dealer pays all players scoring. The counter values are as follows:

Purple counters	50 points
Red "	20 "
Green "	10 "
Yellow "	5 "

Shuffle and deal out 6 cards to each player. Place remainder of deck on

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table face down to form "drawing stack". Each player arranges his cards on table in front of him faces up. Dealer starts play by playing any of his cards in center of table. He should try to play a card whose total of numbers adds up to a multiple of 5, for if he can do so he scores the total number, and takes from the "kitty" counters to total the number scored.

Cards whose numbers add to multiples of 5, are marked by solid dot in center.

One card played constitutes a turn. The next player to the dealers left then plays, and so on around the table. The dealer pays from "kitty" to each player the amount he scores. A card can not be taken back when once played. If a player can not play he must draw from the "draw stack" and may draw enough cards to make a total of six cards in hand, but no more. If he can not play after drawing he must pass.

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The one playing out all his cards first ends the hand and all other players holding cards, must pay him 5 points for each card held. The deal then goes to next player to the left.



OPPORTUNITY PLAY

(2 Sided)

Matching . . . 4 & 4

Scoring . . . 10 & 5 = 15

Score 15

A player may make a play by matching both colors and numbers although he does not score, but gets rid of one card.

When the game becomes blocked, that is, no one can play, the player having played last is said to have blocked the game, and he collects from

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each of the other players 5 points for each card they hold.

When a player makes an opportunity play that is surrounded on all sides the count he makes is doubled.



Opportunity Play
(4 Sided)
Matching 6 & 6
Scoring 10 & 5 = 15
5 & 5 = 10
8 & 2 = 10

Score 35
(4 Sided Doubled)
Score 70

After this play no side is left open to play on, so the hand ends unless there is another opportunity play on which everyone has a turn.

Three hands constitute one game. Counters are added up and player with highest total wins. Play as many

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games as desired and add scores for each game to give grand total for evening.

When more than 4 are playing, add up counters every two hands.



OPPORTUNITY PLAY

(3 Sided)
Matching . . . 3 & 3
Scoring . . . 10 & 10 = 20
8 & 2 = 10
Score . . . 30

PARTNERS

When playing partners deal only 4 cards to each player. A player may

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play from his own or his partners cards. When drawing draw up to 4 cards for each hand only. All other rules apply as above.

SOLITAIRE

Shuffle deck and take off three cards and turn face up on table. Play top card to center of table and then play on this card according to preceding rules of game, from cards turned up. Turn up three more cards if first three are played out or as far as possible, then turn up three more and so on. Go through the deck as many times as possible. If you play out all the cards you win, if you get stuck, you loose.

Questions regarding this game will be gladly and promptly answered if a three-cent self addressed envelope is enclosed for reply.

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RULES FOR GAME OF CRIB-INO

TRADE MARK

Two to Seven may play

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