

Copyrighted 1904. Pat. App'd for.

## ENTIRELY NEW

No other game like it. The Stop and Bunco Cards are entirely new features; they add science and numerous combinations which cannot be found in any other card game.

## THE STANDARD GAME

---

***HOME GAME CO.***

***345 WEST AUSTIN AVENUE,***

***CHICAGO, ILL.***

# RULES FOR BUNCO

No. 1. The Pack consists of 10 Bunco Cards, 5 Stop Cards and 10 series of cards, each from 1 to 10—115 cards in all.

No. 2. PLAYERS. Two to 7 with 1 pack, up to 14 with 2 packs.

No. 3. DEALING. Shuffle and deal 10 cards, 1 at a time, to each player for a Bunco Pile, which the player places face up in front of him with only the top card exposed. Next deal 5 cards to each player for a hand. Then stack deck in criss-cross piles of (5) cards.

No. 4. GAME. The Object of the Game is to get rid of your Bunco Pile and the player who first succeeds wins the game.

No. 5. PLAYING. All cards are played face up. The player at the left of the dealer commences and **must** play all of his No. 1 cards from hand **first** to the center of the table; then, if possible, the top card from his Bunco Pile. The cards played from the hand and Bunco Pile to the table constitute the table piles, which are from 1 to 10 in sequence and are to be played on, not from, and when filled are removed from the table. The player then follows his No. 1 card with a No. 2 card, and so on in sequence from his Bunco Pile, his hand or his Surplus (hereafter described) until he can play no longer, then he lays down a card to his Surplus and then the next player plays in like manner. When a player **plays the last card** from his hand to some **table pile**, he takes another hand and continues; when he **lays his last card to the Surplus** he draws another hand, but cannot continue playing unless he draws a Stop Card, in which case should he wish to keep on playing he must play his Stop Card as provided in Rule No. 8. A player **must** always play all of his No. 1 cards from his hand to the center of the table **first** of all other plays. If he does not hold any No. 1 cards in his hand he must play from his Bunco Pile if possible; all other cards played to the center of the table, whether from his hand or his Surplus Pile, the player may play at his option. When the deck is used up and no player has exhausted his Bunco Pile, all removed piles are shuffled together and used for a new deck, etc.

No. 6. SURPLUS. Each time a player finishes playing, or is unable to play, he lays in front of him a card to form a Surplus Pile until he has four; then he **must** keep four Surplus Piles maintained before he can lay a card on any established Surplus Pile. When a player is stopped he does not lay a card to his Surplus. A player may play from his Surplus Pile at his option. When playing from Surplus Piles the player must not play one card from underneath another, but must always play cards from top of said piles.

No. 7. BUNCO CARDS. Bunco Cards in the hand or Surplus have the power of any number whatever in building a sequence on a table pile. When a Bunco Card is played for a number card, the player must be able to follow the Bunco Card with the next number in sequence, as: Bunco Card on a No. 6, then a No. 8 on Bunco Card. A player may also play one Bunco Card on top of another, and so on, if he has a number card to play on the last Bunco Card, as No. 4—Bunco Card—Bunco Card—No. 7. If a Bunco Card appears on a Bunco Pile it **must** be played to the table to stand for a No. 1 card. A Bunco Card cannot be played for a No. 10 card. A Bunco Card in hand or Surplus may be played for a No. 1 card provided the player follows with a No. 2 card.

No. 8. STOP CARD. A player holding a Stop Card in hand or Surplus may at any time, and regardless of his position at the table, call "Stop" and take the turn to play. The player calling "Stop" **must** immediately play his Stop Card to any one of the table piles and that pile is removed, except when the stopped player has just played a Bunco Card in building up his sequence, then the Stop Card must be played on **that** pile and the pile removed. The player calling "Stop" then goes on and plays from his Bunco Pile, his hand or Surplus, as long as possible or until he too is stopped by some player holding a Stop Card. When the player, who has just stopped another, finishes playing he lays a card to his Surplus Pile and the player to his left goes on. When a Stop Card appears on the Bunco Pile it **must** be laid on the Surplus and the next player takes turn to play. The player who is stopped in this manner may immediately resume his play by playing his Stop Card as provided above. A Stop Card on the Bunco Pile has no power until it is laid to the Surplus. When two or more players call "Stop" at about the same time, the one calling first does the stopping. If it cannot be determined who called "Stop" first, the nearest player (calling "Stop") at the left of the stopped player makes the Stop and takes the turn to play. A player is stopped when another player calls "Stop." If a stopped player holds a Stop Card he may resume his play immediately after being stopped by playing his Stop Card as provided above. Should the last card in the Bunco Pile be a Stop Card, it must be **laid to the Surplus** as provided elsewhere in Rule No. 8 and that ends the game.

No. 9. **PENALTIES.** Any player may call "Bunco" and place a card from the deck under the Buncoed player's Bunco Pile for any of the following errors:

Failure to play all No. 1 cards from hand **first** of **all** other plays.

Failure to play from his Bunco Pile when possible.

Any error in play.

For lifting cards from one Surplus Pile to another.

For looking at cards underneath his Bunco or Surplus Pile.

For giving information as to the best way to play.

For calling "Bunco" in error.

For calling "Stop" when he does not hold a Stop Card.

When a player is Buncoed he loses his turn and the next player goes on.

No. 10. **THE SCIENCE OF THE GAME** lies in so managing the Surplus, your Bunco and Stop Cards as to aid yourself in getting rid of your Bunco Pile and in hindering your opponents in getting rid of theirs. Keep track of the cards buried in your Surplus without referring to them, however, arranging them as nearly as possible in sequence running down, and thus make it easier to remember the cards beneath, and do not play except to benefit yourself or hinder your opponent, but rather keep them until you may be benefited by playing them. Never miss a chance to head off an opponent from playing from his Bunco Pile.

No. 11. **IN PLAYING PARTNERS** the same rules apply, except that you are at liberty to play from your partner's Bunco Pile and Surplus. If you have an opportunity to play from both your own and your partner's Bunco Pile at the same time, you must play from your own first, and then from your partner's, otherwise you must play from your partner's Bunco Pile whenever opportunity offers, the same as from your own, and you may be Buncoed for not doing so. When a Stop Card appears on your partner's Bunco Pile you lay it to your partner's Surplus, and the player to your left goes on. The game is finished when both partners' Bunco Piles are exhausted.

No. 12. To make the game more easy for children to play, omit the Stop Card.

No. 13. **SUGGESTIONS.** Do not play a Bunco Card except to aid yourself in reaching your Bunco Pile, but hold it in your hand or Surplus. Do not Stop any player until he gets ready to play off his Bunco Pile or until he builds some table pile high enough so that if you stopped him, you could play from your Bunco Pile. Do not build up a table pile unless it will benefit you.

#### **THE ARBITRARY RULES IN THE GAME.**

No. 1. No. 1 Cards in the hand **must** be played to the table first of all other plays.

No. 2. A player **must** play from his Bunco Pile whenever it is possible without conflicting with Rule No. 1.

No. 3. A stopped player does not lay a card to his Surplus.

No. 4. When a Bunco Card appears on the Bunco Pile it **must** be played to the table to stand for a No. 1 card.

No. 5. A Bunco Card cannot be played for a No. 10 card.

No. 6. When a Stop Card appears on the Bunco Pile it **must** be laid to the Surplus, and the next player takes turn to play.

No. 7. A Stop Card on the Bunco Pile has no power until laid to the Surplus.

No. 8. When a player is "Buncoed" he loses his turn and the next player goes on.

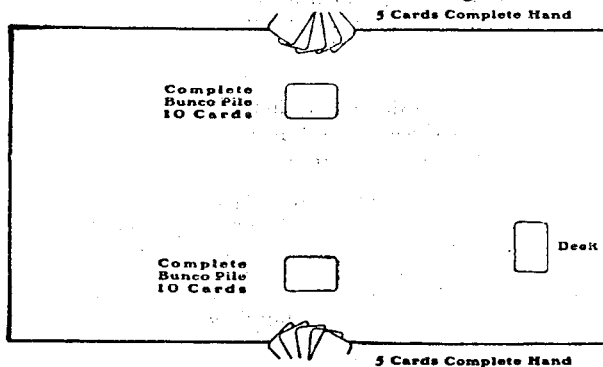
#### **PROGRESSIVE BUNCO.**

In parties, to play Bunco progressive, any number may be seated at a table, but each table should have the same number of players, if possible. Four at a table makes an interesting game. At the toll of a bell, play begins and continues until some player succeeds in getting rid of his Bunco Pile, when all must cease playing, and the player at each table having the least number of cards in his Bunco Pile gets a punch and moves to the next table, when the play resumes as usual, the player having the most punches in ten games being the winner. In case of a tie the players tied should cut the cards, the highest number winning. Stop Cards and Bunco Cards count for zero. In playing partners progressively apply partner rules. In case a shorter game is desired, 5 cards to a Bunco Pile instead of 10 may be used.

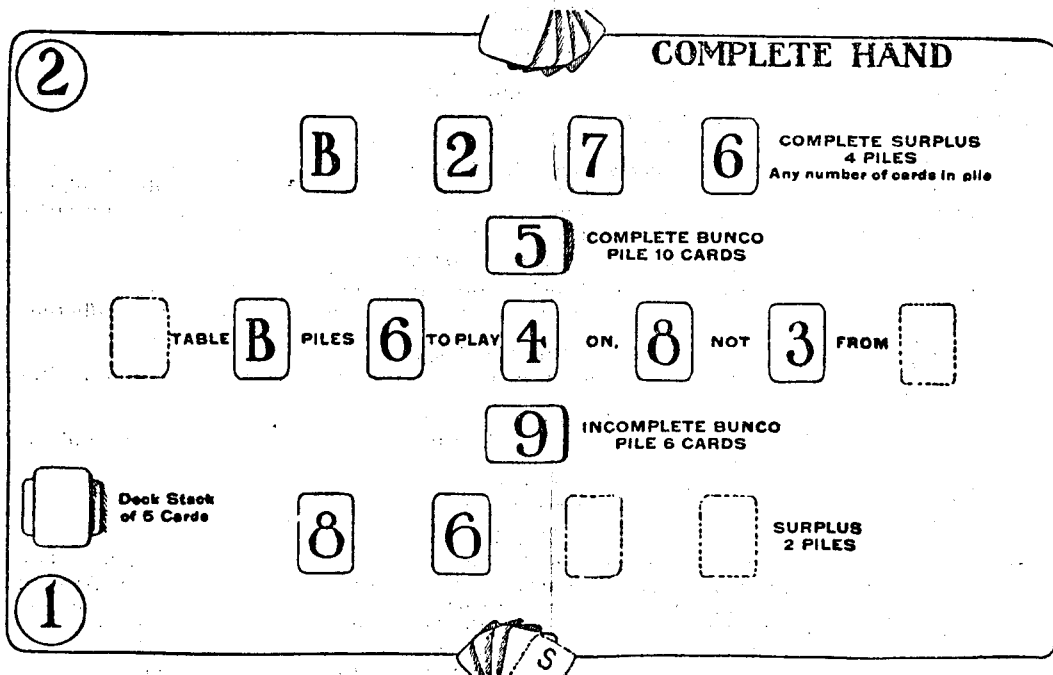
We will gladly settle any technical dispute regarding the rules for playing this game or make clear any rule that a player cannot clearly interpret, if questions are sent with a stamp for reply to Dept. A.

**HOME GAME CO., 345 W. Austin Avenue, CHICAGO.**

This is the Layout Before Commencing to Play.



This is layout after play has progressed for some time.



No. (2) has the turn to play and is ready to play his No. 5 card from his Bunco Pile when No. (1) calls "Stop" and play his Stop Card on the No. 4 table pile which is removed from the table. Then No. (1) starts to play his No. 9 card from his Bunco Pile and No. (2) in turn stops No. (1) playing his Stop Card on the No. 8 table pile. Then No. (2) plays his Bunco card on No. 3 table pile for a 4 and proceeds to play his 5 from his Bunco Pile. Keep on playing as long as possible as No. (1) has no more Stop Cards.