

RULES FOR PLAYING

Bing Crosby's Own Game

"Call Me Lucky"

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SALEM, MASSACHUSETTS CHICAGO
NEW YORK SAN FRANCISCO
MADE IN U.S.A.

For Two, Three or Four Players

CALL ME LUCKY is an unusual game for 2, 3 or 4 players — unlike most games no dice or spinners are required. It consists of a convenient folding game-board and four sets of small colored cards printed with numbers from one to ten, including a **LUCKY SEVEN CARD**. All of these cards have a point scoring value.

Object:

The object of the game is to capture cards, each of which has a printed number. **WHEN THE GAME ENDS** the numbers on all the captured cards are **ADDED TOGETHER** and the player with the highest total wins the game.

Equipment:

The game-board is laid out in **SQUARES**. On each square is printed a number between one and ten. There are four sets of 14 cards, each set of a different color. Each card is printed with a number to correspond with the numbers on the board, except #7 which does not appear on the board. In each set the numbers from 1 to 4 inclusive are duplicated. There are also four colored card holders which match the cards.

To Start:

Each contestant selects a set of cards and a holder of the same color; shuffles his own cards and places them **FACE DOWN** in the holder in front of him. This is his **Draw Pile**. The player selected to start the game takes a card from his **Draw Pile** and lays it face up on top of a **MATCHING NUMBER** printed in a square on the board (a 5 on top of a 5, a 9 on a 9, a 2 on a 2, and so on). (See Diagram A.) Other players follow in turn clockwise around the board.

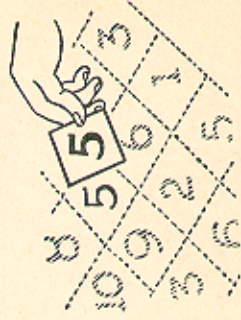


Diagram A

First Few Plays:

The first few plays are made by covering numbers on the board with cards of the same numbers. This gets the game started. If a LUCKY 7 turns up on the first player's first turn, he cannot play it and shuffles it back into his Draw Pile. He then draws again.

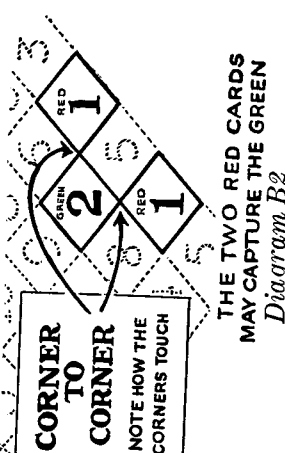
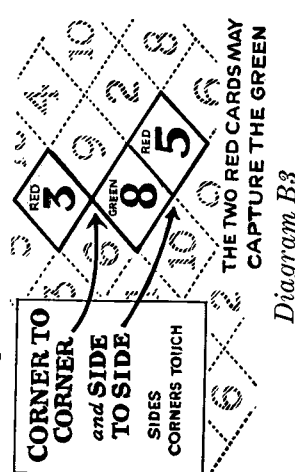
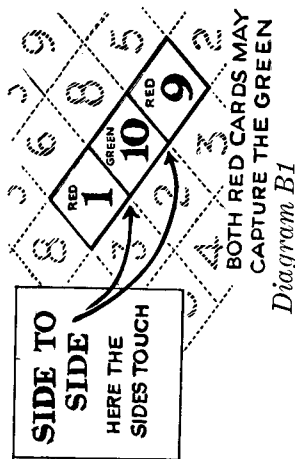
After each player has one or two cards face up on the board, thought should be given to "capturing" opponents' cards.

Capturing:

The player making a capture must have a card on the board adjacent to the card to be captured before he can actually make the capture.

In making captures with cards already on the board (See Diagrams C and D) only the card or cards which are adjacent to the card to be captured can be used.

In capturing with the card taken from the draw pile (See diagram E) there must already be a card of the capturing player's same color on the board adjacent to the card to be captured. This adjacent card may be numbered in any way as it is not used in the capture.

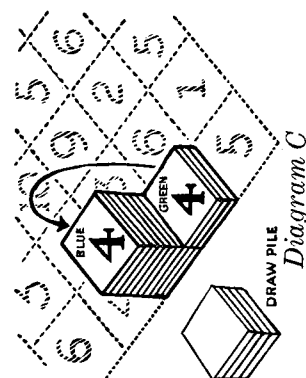


There are 3 ways to capture opponents' cards.

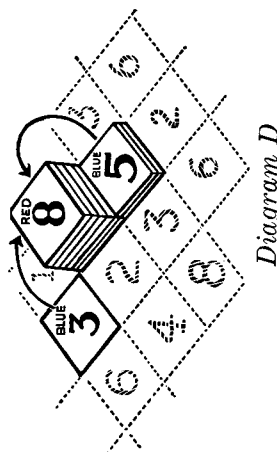
No. 1

Before taking a card from your Draw Pile look at the board to see if one of your cards is adjacent to an opponent's with the same number printed on it. If there is one adjacent then put it, together with any cards under it, on top of the opponent's card thereby capturing it. See Diagram C.

A player cannot capture his own card or a pile of cards with his own color on top! The color on top of any pile of cards identifies the "owner" of all the cards in that pile, and he owns them until somebody else covers the pile with a different color card. Whenever the top card of a pile is moved the entire pile must be moved with it.



No. 2

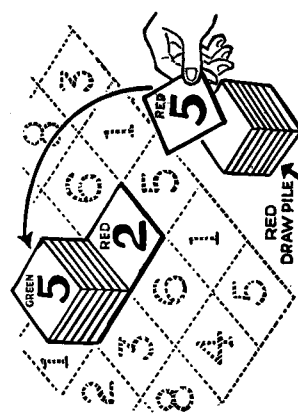


any cards under them, from the board and announce that they, that is the two top cards, add up to 8. He immediately places them, together with the cards under them, on top of the opponent's 8. That stack is now his because his color is on top. It doesn't matter which of the two numbers, 5 or 8, that he puts on top — experience later will decide that as he becomes familiar with the game. See Diagram D.

No. 3

A player may make a capture by using the card he has taken from the top of his draw pile. Ex. He draws a 5, there is a card of his color adjacent to an opponent's 5, he places his 5 on top of the opponent's 5 — thus capturing it. See Diagram E.

From the above it can be seen that a player's turn may consist of two parts, first making plays from the board as in methods #1 and #2 and then drawing and playing from his draw pile. A player is not required to make plays from the board unless he wishes to do so. A card from the draw pile cannot be combined with a card already on the board to make a capture.



The "LUCKY 7" Card:

There is a very valuable card in each set called "The Lucky Seven." It is a wild card and captures any opponent's card or pile on which it is played, regardless of whether or not the player has one of his own cards adjacent to that card or pile. It cannot, however, be played on a card of its own color or on top of another "Lucky Seven." It is played only on top of other cards — it is never played directly onto the face of the game-board because there is no number seven printed on the board. A Lucky Seven captures and "freezes" the cards underneath it, so that the person playing it owns all the cards in the pile until the game ends.

Lucky Sevens cannot be captured by any other cards, nor combined with any other cards to make a capture as described under "Combination Play."

Cards You Cannot Use:

A player **must** draw a card on each of his turns.

Sometimes no cards or piles can be captured with the card turned up and there is no matching number square open on the board on which to play that card. When this happens, put that card aside; **it is out of play for this game**, and the turn ends. When the game ends, all the cards so laid aside **must be deducted from the total score of the player who laid them aside**.

End of the Game:

When no more plays can be made and all Draw Piles are exhausted, the game ends.

Scoring:

Each player now picks up from the board all card piles that show his color uppermost, even though the pile may consist of only one card. He counts his points by adding together all of the numbers of these cards regardless of color. Each number is counted at its face value — thus 3 counts 3, 4 counts 4, 7 counts 7, etc. Players who have cards left over (cards they were unable to play) must deduct the amounts of those cards from their total score.

Winner:

THE PLAYER WHOSE CARDS WHEN ADDED TOGETHER — LESS DEDUCTIONS — SCORE THE HIGHEST TOTAL, WINS THE GAME.