

# RULES

FOR PLAYING THE GAME OF

# CAMOUFLAGE

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CHICAGO

## RULES FOR PLAYING CAMOUFLAGE

Let one of the players place one card face-up on the table in front of each of the players, then deal one card to the player on his left, placing it over the card already played. That player will start the game by spinning the indicator. (If the card dealt is a "Camouflage" Card, this player loses his spin, and another card should be dealt to the next player on his left, who spins the indicator.)

If the indicator arrow points to a space marked, for instance, "Second Player on my left", the player occupying that position is "Shot At", and if his cards are not covered by a "Camouflage" Card, the player spinning the indicator takes all the cards of the one "Shot At", and places them on top of his own pile.

A "Camouflage" Card on the top of a pile protects the cards underneath, and the shot does not take effect, and all cards thus protected cannot be taken.

Should a player be dealt a "Howitzer" card, he takes ALL the cards of ALL the players that are not "Camouflaged".

Continue playing in this manner until all the cards are played, and the one having the largest number of cards at the end of the deal wins TEN points.

Deal the cards a second time and continue playing as before.

The player first gaining FIFTY points wins the game.

Always remember that when a "Camouflage" card is dealt, the player receiving it does not spin, and his turn passes.

Should the point of the arrow on the indicator land on a line the player spins again.