

# DIRECTIONS FOR PLAYING DICE KENO

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*A very entertaining game and a decided variation from  
Keno and Lotto Games*

~~The game is for from TWO to EIGHT Players~~

**I**T is supplied with **EIGHT Cards** each divided into 16 Sections representing different spot values of one of the faces on regular Dice. There are also 128 Paper Checks and Two Dice.

To begin the Game—**EACH** Player takes **ONE** Card and places it face up in front of him upon the table. **EACH** Player also takes 16 of the Checks and places them beside his Card.

Starting with any one of the players, the **TWO DICE** are now thrown **ONCE** to the center of the table, and then **thrown in TURN** by the other players, rotating from Left to Right. The player who throws the **Highest Count**, as

shown by adding the **SUMS of the SPOTS** appearing uppermost on the Dice, is chosen to **Start the Game**. In case of a **TIE** throw; that is, **MORE** than one player having the **SAME** Highest Sum, those players **throw again**.

**One of the Dice is now laid aside** as the game from now on is to be played with **ONLY ONE DIE**.

The Lead-off player now throws the Die **ONCE** and places **ONE** of his Checks onto a section of his Card **corresponding to the Spots** as shown uppermost on the Die.

The play then passes to the player **at the Left** of the Lead-off player who throws the Die **ONCE** and places a Check on his card of corresponding Dice Spots.

The play so continues **ALWAYS** playing from Left to Right until any one of the players has succeeded in placing **FOUR CHECKS** in a **ROW in either a Horizontal, a Vertical, or a Diagonal position**, who shall call out "**KENO**" and **WINS the GAME**.

After the game has been underway and several Checks have been placed upon the different Cards, it will often occur that there is **no uncovered section** on a Card to **correspond with the throw of the Die**, in which case **No Check** can be placed upon the Card, which makes it **impossible for that player to play** and so the turn passes to the player at his Left. To illustrate: There are **THREE** 6-spot Sections on each card, and if **ALL** of these were covered with a Check and another 6 was thrown, that player cannot play.

## ANOTHER METHOD

The **PLAY** is as just described with the exception that "**KENO**" is **NOT** called until **ONE** of the players has covered the **ENTIRE 16 SECTIONS** on his Card who **WINS the GAME**.

**ANOTHER** and possibly the **MOST INTERESTING METHOD**:

Each player throws **TWO DICE** instead of one as a turn and covers **TWO Sections** on his Card **corresponding to the Spots**, as shown uppermost on **BOTH DICE**.

As the game progresses, it will often occur that after several Checks are on the Cards, **ONLY ONE** of the Spots of the throw of the Dice can be used, in which case **ONE Check ONLY** is placed on that Section of the Card corresponding. To illustrate—Should the throw be 6/3 and **ALL 6's** on that player's Card be covered with a Check, and a 3-spot Section is uncovered, a Check is placed on the 3 Section of his Card.

In case, as described in the preceding paragraph, **ALL 6 Sections** and **ALL 3 Sections** were covered with Checks, that player **CANNOT PLAY** and the turn passes to the player at his Left.

The **SUM TOTAL** of the Spots shown uppermost on the **TWO Dice** **MUST NEVER** be **ADDED** together to place a Check on a Card. To illustrate—If **ALL of the Sections** on a player's Card were occupied by Checks except for

example a 5 Section, and a 3 and a 2 was the throw, the 3 and 2 CANNOT be added to make a 5, and the turn passes to the player at the Left.

When the ENTIRE CARD of any player is COVERED, that player calls "KENO" and all play by the others immediately STOPS.

The SUM TOTAL of the SPOTS shown on the Cards is 60 which amount is credited to the player **FIRST COVERING his CARD.**

Each of the other players now ADD the SPOTS of the Sections of their Cards which have been COVERED with Checks to obtain the SUM TOTAL COVERED, and if the TOTAL ENDS with 0 or 5, such as 55, 50, 45, etc., THESE SCORES are TAKEN by the player who has just called "KENO" and ADDED to his SCORE of 60.

If, however, the SUM TOTAL DOES NOT END with 0 or 5, for example 39—46—57, etc., that score is credited to the player holding that particular Card.

All Checks are now removed from the Cards, placed in their original position on the table, and the game continued as before. The first player to Score 500 POINTS WINS.

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