

AN EXCITING GAME



MAKE-A-MILLION

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Parker Brothers Inc.

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

Rules For Playing

"Make-a-Million"

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A Partnership Game for Four

Also for Three Players

What's it all about!

It's quickly and easily learned. A game of simplicity, novelty, and excitement!

THE OBJECT of each side is to Capture tricks in which Money Cards have been played. The side first scoring a total of a Million dollars Wins. The privilege of naming trump Color and getting the "Nest" goes to the Highest Bidder, and if he and his partner do not earn their Bid, they are "Set-Back". The Bull and Bear cards are extremely interesting and effective in play. If the Bull is played in a Trick containing Money cards it Doubles the value for the partners who capture that Trick. But if a Bear is played it destroys any value in that Trick. The Tiger is the highest trump.

Rules for "MANHATTAN MILLION," a variation of Make A Million, much used by advanced players, will be found on a separate leaflet.

• THE PACK contains fifty-five cards consisting of the **Tiger** (highest trump), the **Bull** (which doubles value), the **Bear** (which destroys value), and four suits of colors,—RED, YELLOW, BLACK, and GREEN, ranking in the following order of capturing power:

\$40,000 (high) **\$30,000**, **\$15,000**, **11**, **\$10,000**, **9**, **8**, **7**, **\$5000**, **4**, **3**, **2**, **1** (low) (There is no 6 card.)

(Note from the above that as far as its power to take tricks is concerned, a \$5,000 card is treated as if it were a 6 card,—and a 10,000 card as a 10. But in Scoring, Money Cards count their full face value.)

RULES

DEALING: Draw for the right to Deal,—the player drawing the highest card dealing. The Deal, after each hand passes to the left. Deal out the entire pack, the **last three cards** however, are placed face down at the Dealer's right to form the **NEST** (this Nest will go to the Highest-Bidder, who also names the Trump-Color). Assort the cards in your hands according to Color.

BIDDING: Players Bid for the privilege of choosing **Trump-Color**. Bidding **always** begins at \$175,000 to \$200,000 and **usually** goes to the Highest Bidder from about \$200,000 to \$260,000.

The Dealer for the purpose of opening the game **must make** a bid of at least \$175,000 and **not over \$200,000**. The Player at his left then bids any amount he thinks he and his partner can together earn in that hand. Do not tell what **Color** you bid on, simply **the amount you bid**. Each bid **must** be at least \$10,000 higher than the previous bid and must be divisible by five.

Thus following a starting bid of \$175,000 (commonly expressed by saying "one seventy-five"), bids such as \$190,000, \$200,000, \$210,000, \$225,000, \$235,000 and the like, are proper.

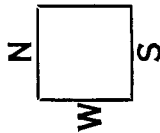
The highest possible score for **one hand** is \$400,000. Plus what the Bull may Double, and Minus what the Bear may destroy.

The Turn to Bid passes to the left—each Player in turn having a chance to **raise** the last bid or "**pass**". A Player who has "**passed**" **cannot** again make a bid on **that** hand. A Player who has not "**passed**" may **continue** in his turn to raise the last bid. A Player may bid higher than his Partner. Bidding **continues** until all save the last bidder have passed.

HIGHEST BIDDER AND NEST: Before naming his choice for trump Color, **Highest Bidder** takes into his hand the **NEST** of three cards, hoping to gain advantages thereby, selecting and retaining any or all of the three cards and discarding or returning three cards in their place. He **must not** leave nor place a Money card, Bull, Bear, or Tiger card in the Nest. The Nest is then set aside and not used again in that hand. Highest Bidder then announces **Trump-Color**.

(No one but the Highest Bidder sees the Nest cards, though the Nest may be examined as a matter of interest after the hand has been played out and the score taken.) See Note 3 on last page.

EXAMPLE: A and B are Partners, playing against Y and Z. A, sitting at left of Dealer, opens by bidding \$175,000 (usually referred to as "one seventy-five"). Y bids 190. B, who has a poor hand, "**passes**". Z, who has a strong hand, raises his partner by bidding 200. A then bids 210. Y passes. B has already passed. Z bids 220. A passes and so Z becomes the Highest Bidder at 220 Thousand. Z, being Highest Bidder, now picks up the Nest, and after discarding names Trump Color.



PLAYING: After the Color of trumps is announced by Highest Bidder (and the Nest removed or set aside), the Player at the **left** of the Highest Bidder starts the game by playing to the center of the table any card of any Color. The play passes to the left, each person playing one card. The highest card of the **Color led** **TAKES** the cards thus played, called a "**Trick**", unless the trick is "**trumped**", (i.e., if someone plays a card of the trump Color) in which case the Trump takes the trick. If two or more trumps are played on the same trick, the Highest captures.

Note that a player is **Obligated to follow the Color led**, if possible; (that is to say, if a player has a card of the color led, he must play a card of that color) **but if a player does not** "throw away", (i.e., play a card of any other color), or he may in such case, play a Trump, or Bull, or Bear, if he has one, or a Money card if he thinks his Partner will capture the trick.

Note that **Money Cards** are played, led, and have capturing power, just like other cards, the only difference being that they are **count cards** which score for the side capturing them.

Whoever takes a trick places it face-down near him (or passes it to his Partner to keep in one group). He then leads a card of any Color he wishes to start next trick. Partners must not advise each other what to play.

THE BULL CARD may be played only when its holder **cannot** play a card of the Color led, or when it is the last card held in the player's hand. It is a very important card because it **doubles** the value of count cards in that trick for the side that captures the trick.



EXAMPLE: Suppose S leads a low Red card W (his opponent at his left) follows with a \$40,000 Red. N, (S's partner) unable to capture, plays a low Red. E, (W's partner) holds the Bull, and having no Red cards plays the Bull. The trick is, of course, captured by W and this trick is set aside by W face up with the Bull on top, and its value of \$40,000, when taking the score, is doubled for partners W and E counting \$80,000.

BEAR CARD: Just as a Bull card may be played to double the value of a trick, so the Bear card (if its holder cannot follow suit) may be played to entirely destroy the value of a trick. Note that neither Bull nor Bear can be played if its holder can play a card of the color led.



Neither Bull nor Bear can capture a trick. They simply change the value of a trick containing Money cards for the side capturing it.

If, as often occurs, the BULL and BEAR cards are both played upon the same trick, the value of the trick is affected only by whichever of them is played last. Note that the BULL or BEAR may be led only when the player has no other cards left in his hand, and if led the Player who first follows with a number or money card establishes the Color of that suit. Note that BULL and BEAR tricks are always placed face up with the BULL or BEAR card on top to facilitate scoring. Other captured tricks are played face down.

TIGER CARD is always the highest Trump and may be used like any card of Trump-Color. If led it calls for the play of trumps, and the lead of Trumps calls for its play if its holder has no other trump card.

SCORING: After all the cards of a hand have been played, the score of captured Money cards is taken by each Side. Any Money cards in the trick in which the BULL is played count double, and the trick in which the BEAR card is played is worthless (subject, of course, to the rule on opposite page regarding the play of both BULL and BEAR in the same trick.)

If the Highest-Bidder's side has captured cards amounting in total either to, or in excess of its BID, it scores all it has earned; but if the Highest-Bidder's side has failed to earn its Bid it is SET BACK the total amount of its Bid (i.e., having had the privilege of naming Trump Color, if Highest-Bidder's side fails to earn its Bid it not only cannot score what it earned, but has the exact amount of its Bid recorded as a Minus Score to be deducted from what it has earned, or may later earn.

Opposing side (i.e., the side which did not name Trump Color) always gains the total amount it has made.

EXAMPLE: Suppose N is Highest Bidder at \$240,000, and N-S (partners) capture a total of \$200,000 beside a BULL trick containing \$30,000 which is doubled (counting \$60,000). They have "made their Bid" and score \$260,000. But if N-S's count had been anything less than their bid they would be set-back their Bid.

W-E score the total they captured.

The Game is WON by the Side first obtaining a score of ONE MILLION DOLLARS. In case both sides reach or exceed ONE MILLION at the end of the same hand, the Side having the highest score Wins.

Inquiries or comments will be gladly answered, if stamp is enclosed, by the Author of "Make-a-Million," Box 900, Salem, Mass.

THREE PLAYERS

Make A-Million

DEAL the cards and BID as in the four-handed partnership game. The Highest-Bidder always seats himself, or changes his seat, so as to sit opposite the Dummy, which becomes his partner for that hand. The two other players are his opposing partners.

The player at the left of the Highest-Bidder begins the game by leading any card he chooses. After this lead is made, Dummy's hand is displayed face up on the table (in front of the imaginary fourth player), and arranged in suits so they may readily be seen. Highest Bidder then plays from his Dummy Partner's hand on the lead just made and continues to play for Dummy and for himself in proper turn, throughout that hand. When a card from Dummy's hand takes a trick, the next lead, of course, is made from Dummy.

A score for each of the three persons is recorded at the end of each hand. Partners each score the total amount they have together made; as if each alone had made the captures, having, therefore, identical scores for that hand (as a matter of interest Dummy's score may also be recorded). Highest Bidder is set back the amount of bid if he does not earn it. The pack is then redealt and whoever becomes Highest Bidder takes Dummy as his partner for that hand. The first player earning a Million wins the game.

NOTES

1. In counting captured cards, it is etiquette not to segregate the Money cards when taking the score. Simply run off your captured tricks one card at a time, face up on the table so all may see, adding the Money cards as you come to them. This facilitates shuffling for next hand.
2. Neither Bull nor Bear can capture a trick. They simply change the value of a trick for the side capturing it, if it contains any money cards.
3. If as may occur Highest-Bidder cannot place or return three plain number cards (1, 3, or the like) to the Nest, he must in such case nest such plain number cards as he can, and also nest a money card (or cards). In such case only, he must show all cards in the discarded Nest.
4. Options. When playing Manhattan Million some Clubs prefer to eliminate the Tiger from pack. For a Short game play for Half-a-Million.
5. Scorekeeper should always jot down the amount of highest-bid before each hand begins.

8

QUESTIONS AND ANSWERS

Questions concerning the game will receive prompt answer if postage stamp is enclosed, addressed to Author of "Make-a-Million," Box 900, Salem, Massachusetts.

"A card of trump-color is led. I hold the Tiger and several other trumps. May I play the Tiger or must I play one of the other trumps?"

You may play the Tiger or any other trump that you hold. The Tiger is used exactly as any other trump and may be played at any time any trump may properly be played. Being the highest trump the Tiger always captures.

"Red is trumps. North plays \$40,000 Green; East plays 2 Green; South (North's partner) plays the BULL (he has no Green card); then West (East's partner), also out of Green, plays 1 Red. Who captures the trick?"

West, with 1 Red (trump-color) captures the trick and a count of \$40,000 doubled by the Bull (\$80,000) for his side.

"Black is trump-color. North leads 3 Yellow; East plays 9 Yellow; South (North's partner),

9

having no Yellow, trumps with \$10,000 Black; West (also without Yellow) plays 11 Black. Who takes the trick?"

West, because he played the higher trump, as 11 ranks higher in capturing power than \$10,000 (see Rules, Page 3). An 11 is an important card, for while it has no scoring value it out-ranks in capturing power the Count cards \$10,000 and \$5,000 of the same suit as well as all plain-number cards from 9 down.

"Black is trumps. North leads \$30,000 Black (trumps). East plays the TIGER; South (partner of North), having no trumps left, tries to destroy the value of the trick by playing the BEAR; West, however, also having no Black, plays the BULL."

As the BULL was played after the BEAR the BULL is effective for the side capturing the trick; the TIGER captured for the partners East-West, which will score them \$30,000 doubled by the BULL, i. e. \$60,000. (See Rules, Page 6).

"Last trick in the game. Green trumps. I lead the BEAR (my last card); West plays the BULL; my partner North plays \$5,000 Yellow; East plays \$15,000 Black."

Your partner North established the color as Yellow and as opponent East could not follow suit or Trump, your Partner has captured the Trick. Your side earns \$20,000 doubled by the BULL, i. e. \$40,000.

REMARKS on BIDDING

*What shall I Bid
on my hand?*

Don't make too much of a piece of work of the bidding. The easiest way to learn the game is to play out the first few hands without attempting to win, but just to see what happens.

Bidding as you know from the rules, must be started by the Dealer. The next player to his left may raise the bid by 10 thousand or more (or if he has a very poor hand like that of E, on next page, will naturally "pass"). When a player raises the preceding bid by more than 10 thousand it is usually to indicate to his partner that he holds a pretty fair hand as a "support" at least.

Should you and your partner take every trick you would score \$400,000 (usually scored as 400, the thousands being understood) plus the amount the Bull may double, and minus what the Bear may destroy. Usually, the bidding ends somewhere between 220 and 260 thousand. In your first games, unless your hand is very strong, do not go much above 220 thousand.

On the next page is a specimen hand of an actual game with some comment as to proper bidding.

N SPECIMEN HAND
W E S
as dealt to each of the four
players. Showing the BIDS
made and comments.

South dealt and makes first Bid

Red—7-5-2
Green—40-10-9-4-3
Black—9
Yellow—11-10-8-5

Bid up to 200.
Has one good
suit and nest
may help.

Red—40-30-11-10-8-3-1
Green—15-1
Black—11-5-3-2

Splendid hand
but as Partner
E discloses poor
hand by "pass-
ing" 250 is limit.

Red—4
Green—30-11
Black—40-30-10-8-7-1
Yellow—30-15-4
and Tiger

Wonderful hand.
Partner S has
shown he holds
fair support by
his bid. So go to
260 or more.

Red—15-9
Green—7-5-2
Black—15
Yellow—9-7-3-2-1
and Bull and Bear

A poor hand
(despite the Bull
and Bear) so E
"passes". Im-
mediately.

In playing the above hand, S made first Bid
of 175 thousand, W 200, N 210, E "passed", S 250
(this was a forcing bid not wholly justified),
W 230, N 240, S then passed, W 250 (which was
as high as he could risk), N bid 260 thousand,
S and E were already out, and W passed.
N being Highest Bidder took the Nest (which
contained 40 thousand Yellow, 8 Green, 4 Black),
replaced in the nest 8 Green, 4 Yellow, 4 Red
(eliminating Red from hand) and naming Black
Trump Color won the hand overwhelmingly.

TWO-HANDED

"MAKE-A-MILLION"

A Splendid Partnership Game for TWO PLAYERS with DUMMY PARTNERS

The two Players are seated "side by side" so
that each Player will have the cards of his
Dummy-partner directly opposite.

Deal the entire pack (the three last cards go-
ing to the Nest) as if four Persons were play-
ing — **except** that after the first six cards have
been dealt face down to each of the Players and
the Dummies, the remaining cards **dealt to the**
Dummies are turned **face up** as they are dealt,
while the two Players continue to receive theirs
face down as usual.

Each Player has now been dealt thirteen
cards face down and each player's Dummy
has been dealt six cards face down and
seven cards **face up**.

Each Player spreads out his Dummy's hand at
the opposite side of the table, keeping the **six**
cards face down and placing **on top of each one**,
one of the exposed cards **face up**, the seventh
card being also exposed. Players then pick up
and examine their own hands.

The Dealer must make a starting bid of not
less than \$175,000 without naming the Color on
which he bids. In Bidding, one takes into con-
sideration the exposed cards in his own dummy
as well as the exposed cards in his opponent's
dummy. Bidding continues between the two
Players until one passes. The Highest-Bidder
takes the nest, discards three cards and then
names trump-Color. The Player or Dummy at
Highest Bidder's immediate left plays first.

Players reach across to play for their Dummy-Partners when Dummy's turn to play. Only **exposed** cards of the Dummy can be played. When Dummy plays, any face down card uncovered by the play is **turned face up** so it may be used in some subsequent play. Game proceeds as in the four-handed game of "Make-a-Million." Tricks captured by a Player and by his dummy are scored for that Side.

Note: Some players prefer to remove all the "ones" from the pack reducing the hands to twelve cards for this particular game so that the Dummies have each six face down cards and the same number of exposed cards.

Latest Rules for

MANHATTAN MILLION

A variant of "Make-A-Million" for advanced players as played by prominent experts in various important bridge clubs in America and abroad.

The value of Count cards, the use of the Bull, Bear, and Tiger cards, and the Scoring (except in a no trump hand) are exactly the same as described in the accompanying rules of Make-A-Million. Note however the following details in MANHATTAN MILLION.

The Color on which a Bid is made is announced by each player as he bids. The first Bid must be **not** less than 160 Thousand, and **not** over 200 Thousand. (He may change on any of his subsequent bids from his first choice of Color to any other Color, if he wishes, and may enter bidding again after having "passed").

A Bid of "No Color" may be made and if it is the **highest** bid no cards in that hand will have the power of trumps, and the Tiger, in such case, must be exchanged by whoever holds it for a card drawn (face down) from the **discarded** Nest.

Also in Manhattan Million the hand of the partner of the Highest-Bidder is displayed in front of him immediately after the first card of the hand is led.—Highest Bidder playing both for himself and his partner.

MISPLAY

In case of a Revoke, that is if a player does not follow the Color led when possible for him to do so, the error may be corrected without penalty before a card for the next trick is led. If, however, the error is disclosed in the course of, or immediately after, the taking of the next trick, the error must be corrected and the side making the error must deduct \$50,000 from its score as it stands even if it makes (or increases) a minus score (It is not deducted from what is made in that hand.)

If the error is disclosed, however, only by subsequent play the opponents of the side making the error have the option of **ending** the hand at that point and being credited with all money cards they may have **already** captured in that hand, plus \$100,000, the side making the error not scoring for that hand;—or the side not in error may elect to **play out** the hand (after correction of the misplay) with the premium of \$100,000 added to their total score, (not added to aid the count of that hand).

In case a Money Card, or Bull, Bear or Tiger Card is discarded to the Nest, **when** a Plain Number Card could have been discarded a penalty of \$100,000 is required against the side in error.