

# RULES FOR MOOSEHEAD

Any number from 2 to 8 can play this interesting game.

Shuffle the pack and deal five cards, one at a time, to each of the players. Each player picks up his hand and examines it. The player at the left of the dealer begins by leading any card that he chooses from his hand, playing it directly in front of him (but not in the middle of the table) and calls the number upon it, as he plays it. The player upon his left then plays a card in front of himself, calling aloud the sum of the number just called, added to the number on the card he plays, (thus if the previous player played and called 8, and he plays 7 he calls 15). Then the player next on his left builds up the amount by playing another card, calling the sum of the value of his card, added to the number called by the player just preceding. This building up continues until a count of 30 is made (or as near 30 as can be played without exceeding that number).

## SCORING

the object of each player is to score by playing a number that, added to the number just called, will add up to either 15, 20, 25 or 30 points. When one calls any of these four numbers (15, 20, 25, 30), 2 points is scored by the player making same. When the cards in all players' hands are too large to make an even 30 and all players have passed in turn, it is a "go," and the person who played the last card scores one point. The game is won by the player first obtaining a score of 50 points.

## EXAMPLE

A started the game by playing an 8. B follows with a 3, calling 11 (the sum of 3 and 8). C has a 4 and plays it, calling 15 (and as 15 is a scoring number, he has 2 points marked for him). If D then plays a 10, he will call 25 (winning 2 points for making 25). If there are only four players, it will then be A's turn again, and he will play a 5, (if he has it) in order to bring the score to 30, scoring 2 points. We will say he does not have a 5 and plays a 4, building the game to 29. If B can then play a 1, he will make 30, and obtain the count, but if B does not have a 1 he is obliged to say "I Pass", as he must not build the number beyond 30, that being the limit of each hand. If C can build it to 30, he will do so, otherwise he will pass. We will say, however, that the cards remaining in the

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players' hands are too large, and would carry the amount over 30. In this case, when all the players have passed in turn, it is a "go," and the player who played the last card has 1 point added to his score. The player at the left of the one who last played **begins a new round** and the building up continues as before from whatever card he plays, towards 30 again.

The play continues in this way until the five cards dealt each player have all been played. The turn to play always passes to the left—building up towards 30, and then starting over building up again, etc.

### COUNTING THE HAND

After the last card of the hand dealt has been played, each player gathers up his five cards which he has played and examines them. He wins two points for every combination of these five cards which will count 15. Thus, if his hand consists of 2, 5, 7, 3, and 10, he can make 6 points—2 points by adding 5 and 10 together, 2 points for adding 3 and 7 and 5, and 2 points for adding 10 and 3 and 2 together. These points are added to a player's score.

Sometimes a player will find it impossible to make a score in counting his hand, as he will have no combination counting 15.

When a hand has been played, shuffle and deal again.