JACKPOT

HIT A JACKPOT AND BE A MILLIONAIRE

CONTENTS: 4 large hand value chart cards, 52 illustrated cards, 100 plastic chips

NUMBER OF PLAYERS: 2 to 4 players

OBJECT TO THE GAME: To be the player with the highest chip value after a prefixed time limit (1/2 hour)

BEFORE PLAY: Each player is given a hand value chart card which he places in front of him. A dealer is chosen. The dealer gives each player 500 points in chips as follows:
10 White chips (5 point each) = 50 points
6 Red chips (25 point each) = 150 points
3 Green chips (100 point each) = 300 points

The dealer shuffles the cards and deals five cards, one at a time, to each player. He places the remaining cards face down, as a draw pile, at a side of the table. **Each player must place on white chip (5 points) in the table for-jackpot.**

HOW TO PLAY: The player to the dealers left begins. Play then passes to the left. The player draws a card and studies his hand to decide the best combination according to his hand value chart card. He must then discard one card face up, starting a discard pile next to the draw pile. The next player may draw from the discard or the draw pile. Each player in turn draws and discards one card, continuing in this manner till one player believes that his hands is better than that of any other player. At his turn, he draws then announces "I call" **before** the discards. Each player in then

allowed one more draw and discard but may draw **only from the draw pile** and not from the discard pile.

FOR EXAMPLE: If when the cards are first dealt, a player has 3 blue bells, I cherry and I lemon according to the hand value chart card, he gets 20 points for the 3 blue bells. Now if he feels that this is a good combination, he could either "call" with the hope that no player has a higher combination, than him, or he could wait, hoping to get a fourth blue bell in the next turn, thereby increasing his scores. After this player, except the caller, has drawn and discarded, the caller shows his hand each player, in turn, shows their hand. Players check the hand value chart cards to determine which player has the winning hand **(highest point value).**

The player with the winning hand collects from each player, the chip points equal to the value of the winning hand. If his hand is higher than that of the caller, he collects **double** the value of the winning hand the caller. If there is tie up in point values, the round is called a draw and no player collects chips.

When a player has five cards of the same **type (except lemons which have no point value), he calls, "jackpot" instead of "I call" at his turn.** All players show their hands immediately and cannot draw or discard cards. This **jackpot winning collects the value of his hand from each player plus all the chips in the jackpot**, in the center of the table.

The winner of each round becomes the dealer for the next round. At the beginning of each round, each player must place a white chip in the jackpot, continuing in this manner until a player can declare "jackpot" with cards of the same type.

The player **with the highest chip value after the prefixed time limit is the winner**