

UNCLE PHIL

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EDDIE PACKER

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GEORGE R. PACKER

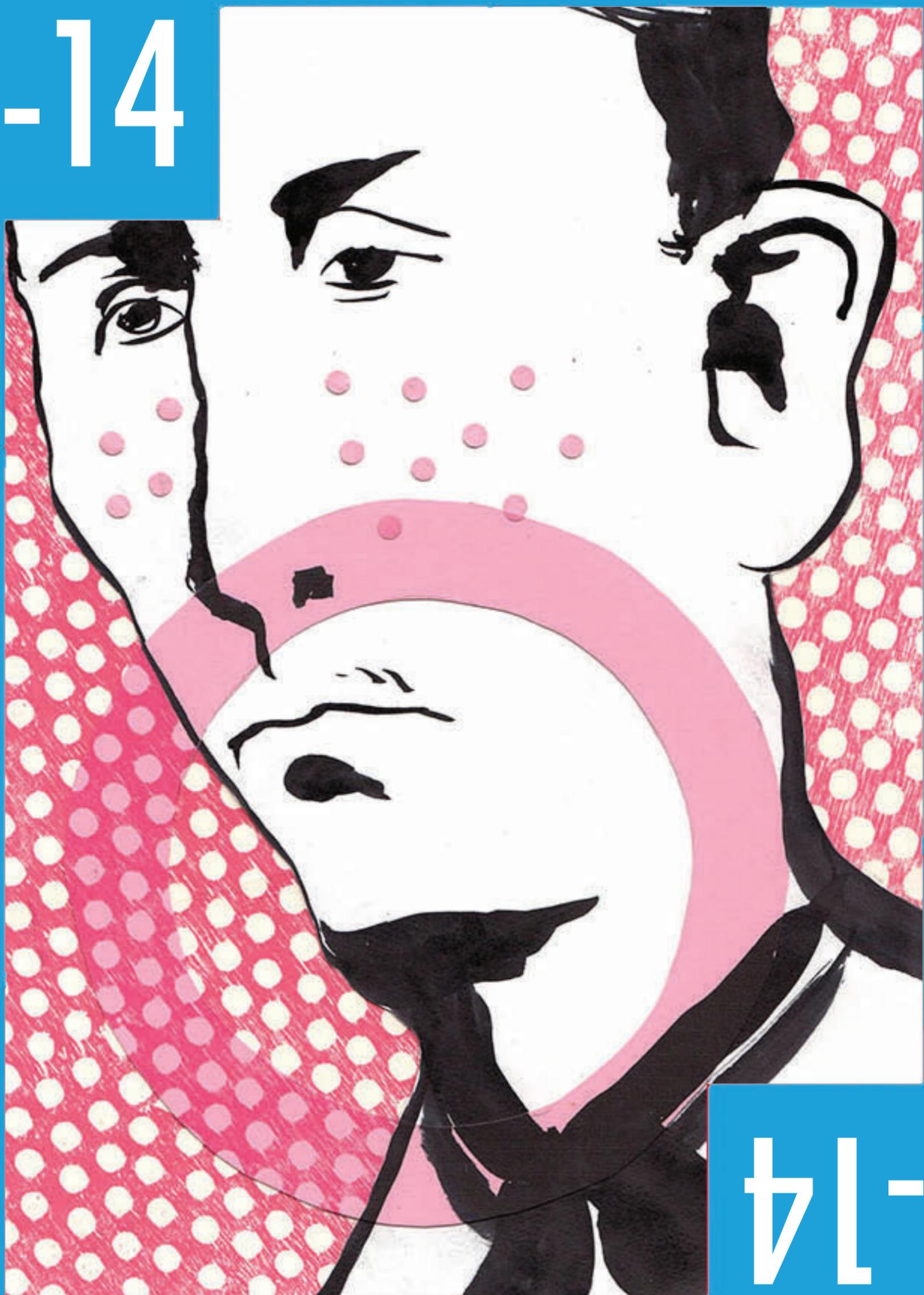


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JOEY PACKER

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CATI CALAVERA

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GUY GUNNER

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G. ZEILEMAKER



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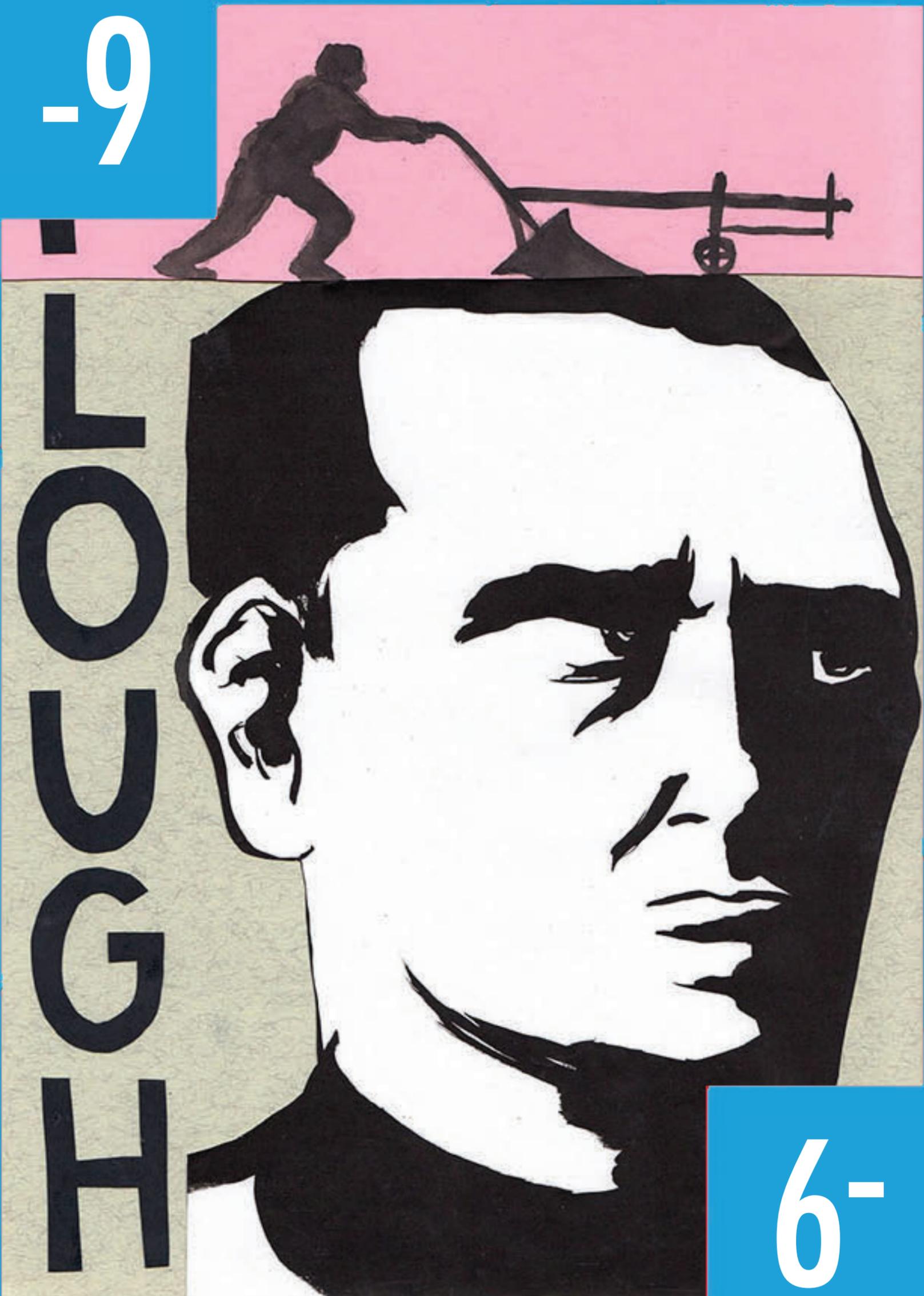
BILL REDD



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A. PFLUGEMANN



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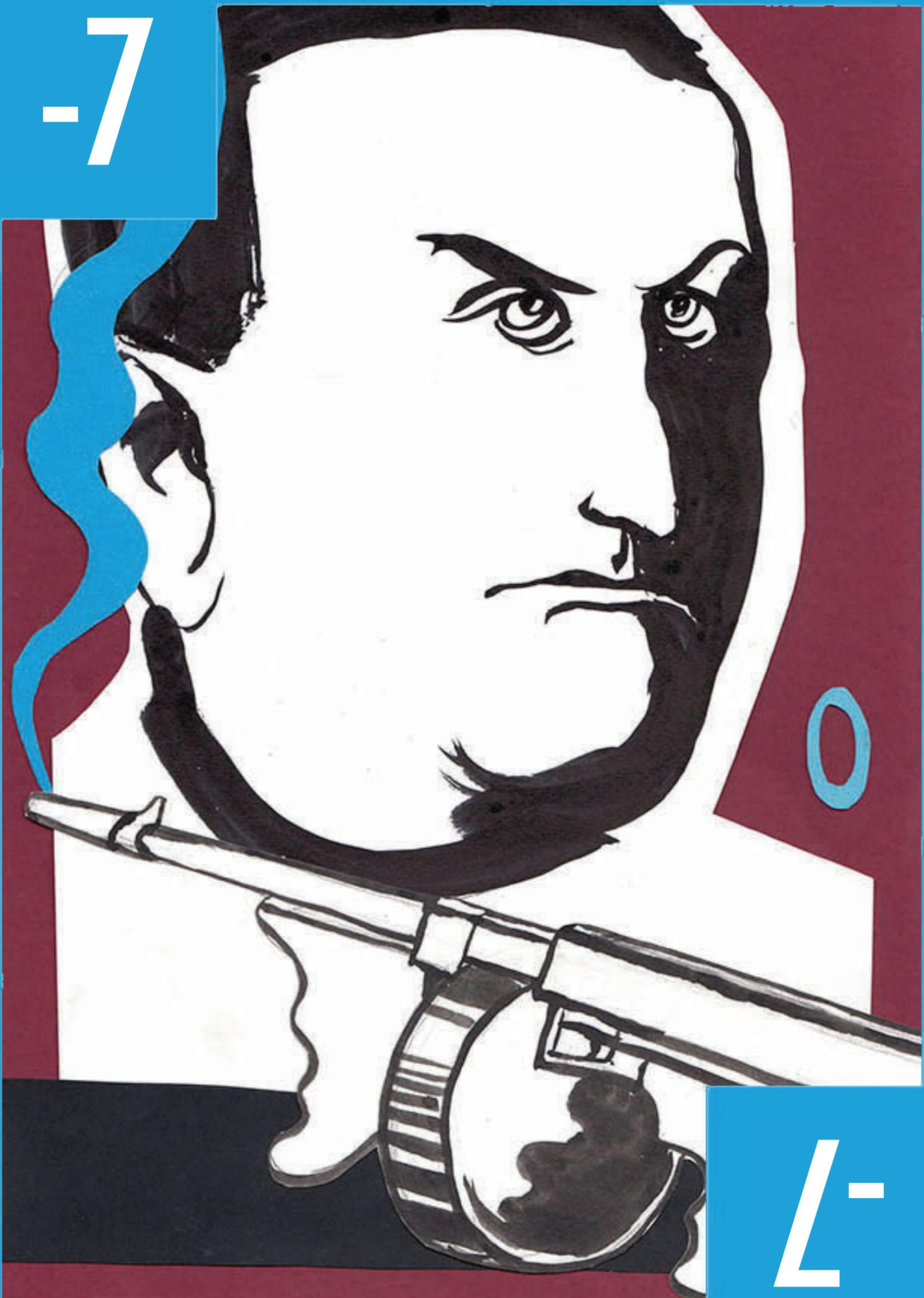
JERRY FINGERS



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BOB VITO



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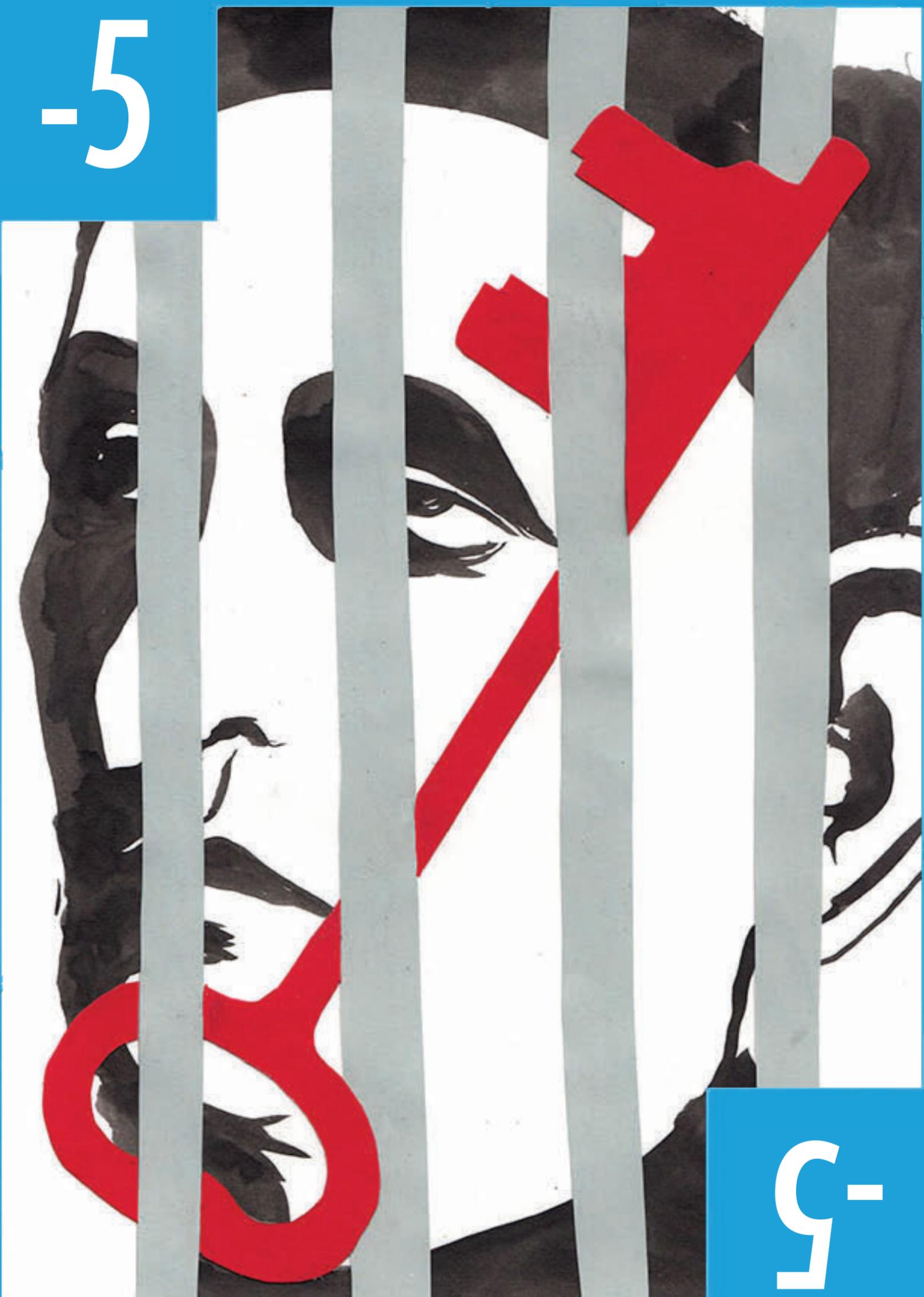
F. D. SACHSEN



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K. SING



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MOSES R. SMIT



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TJ. HACKER



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SUNNY BOY



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SEA_PRINCESS



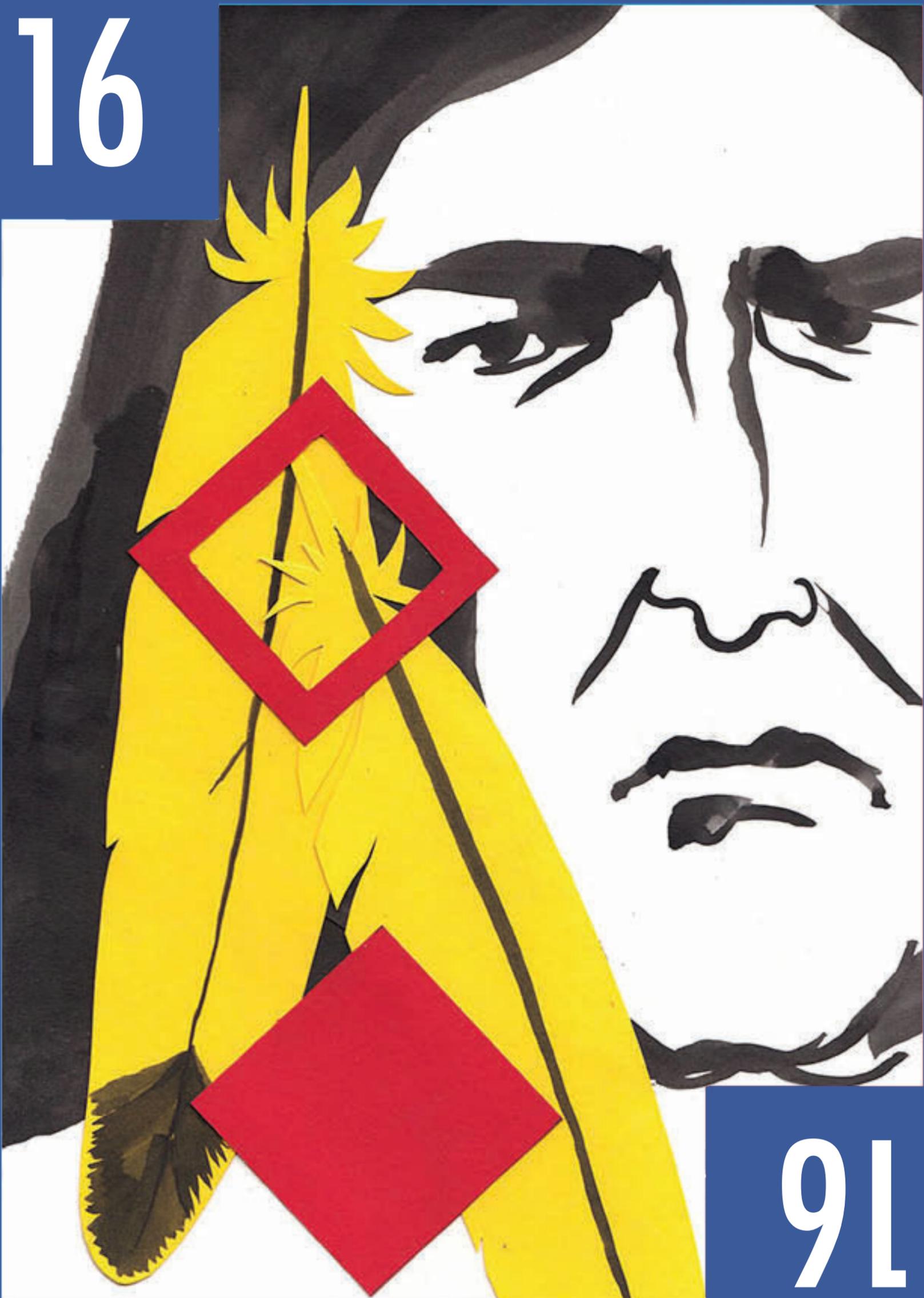
S. KING



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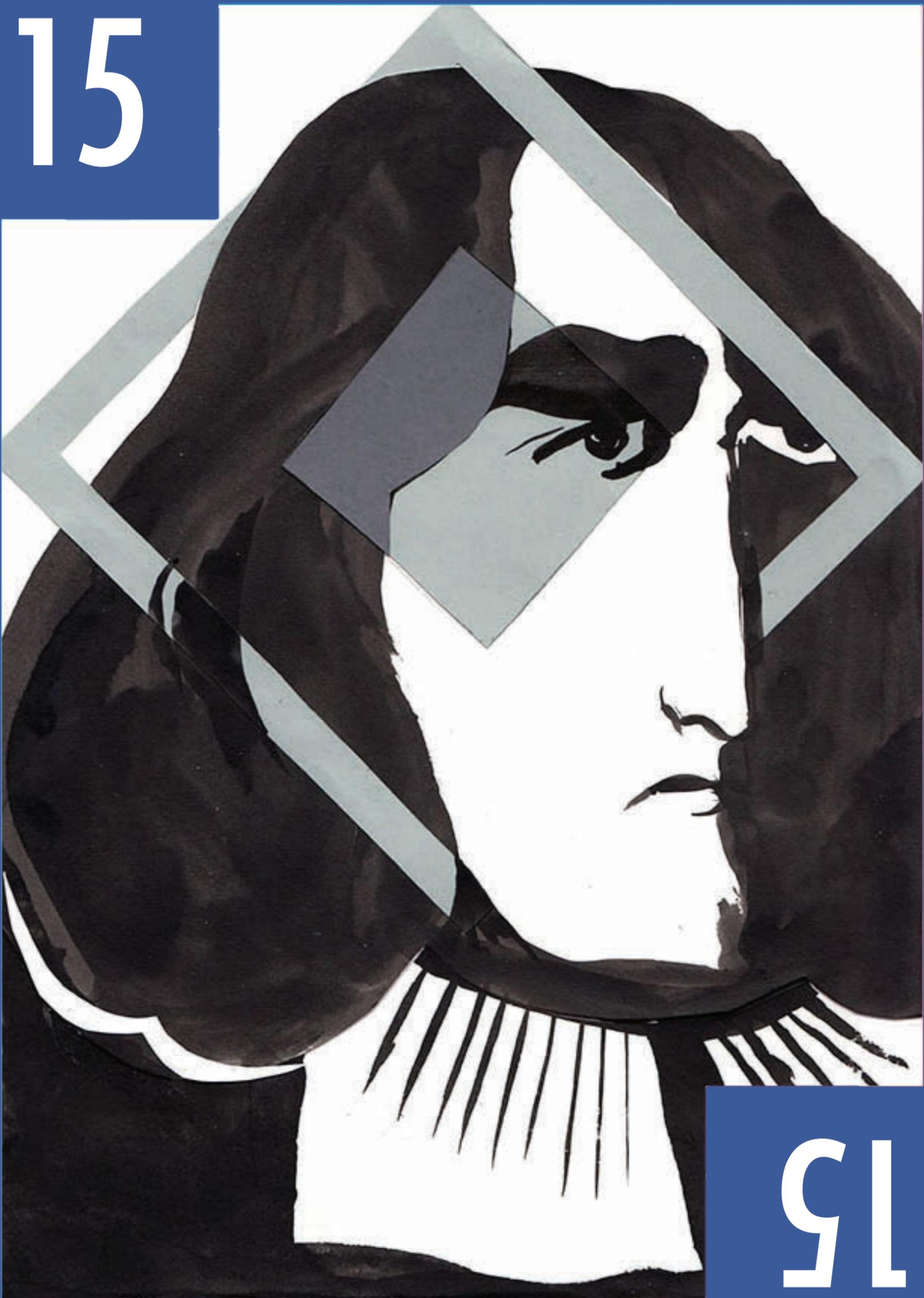
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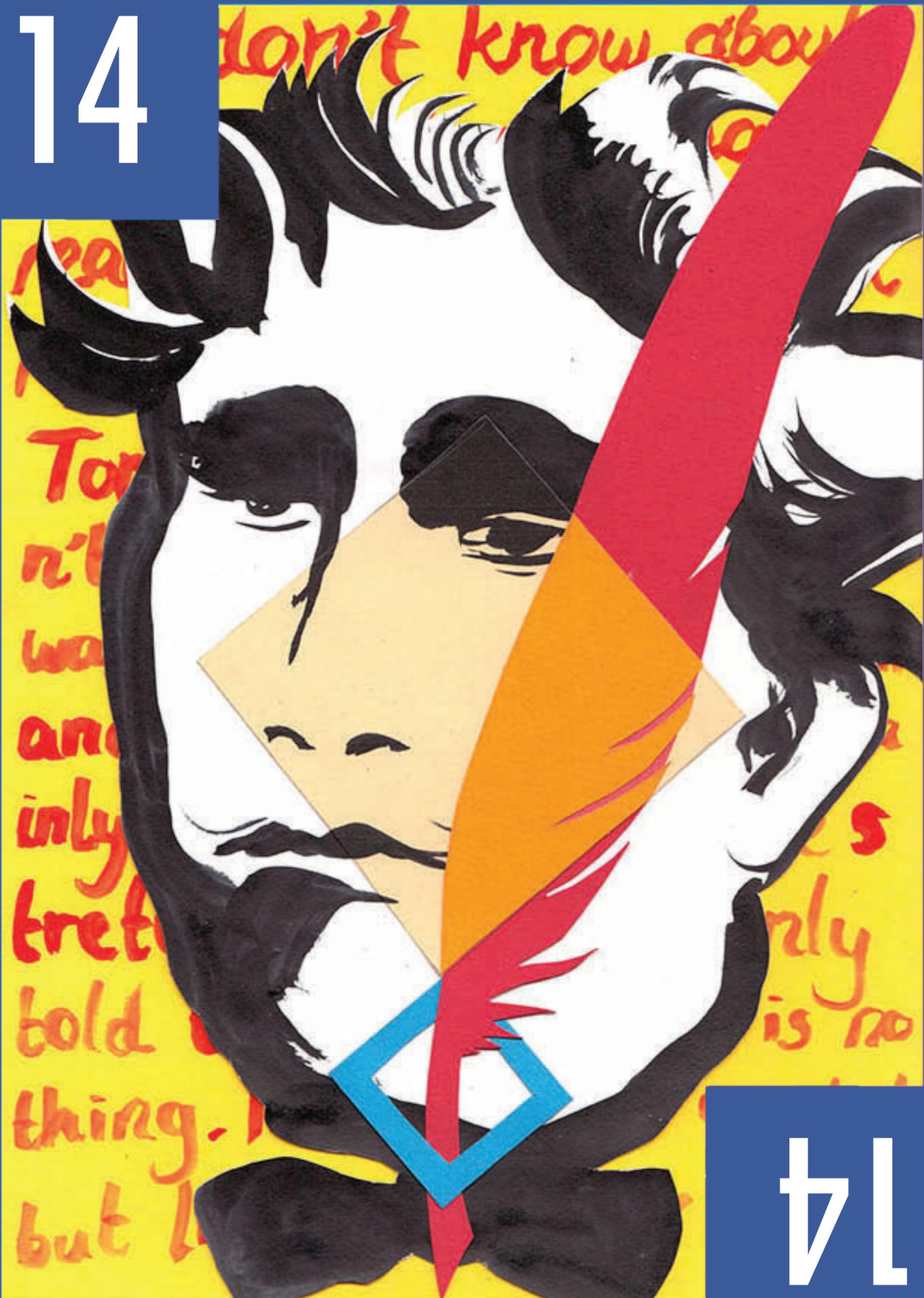
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S. P. F. COCHRANE JR.



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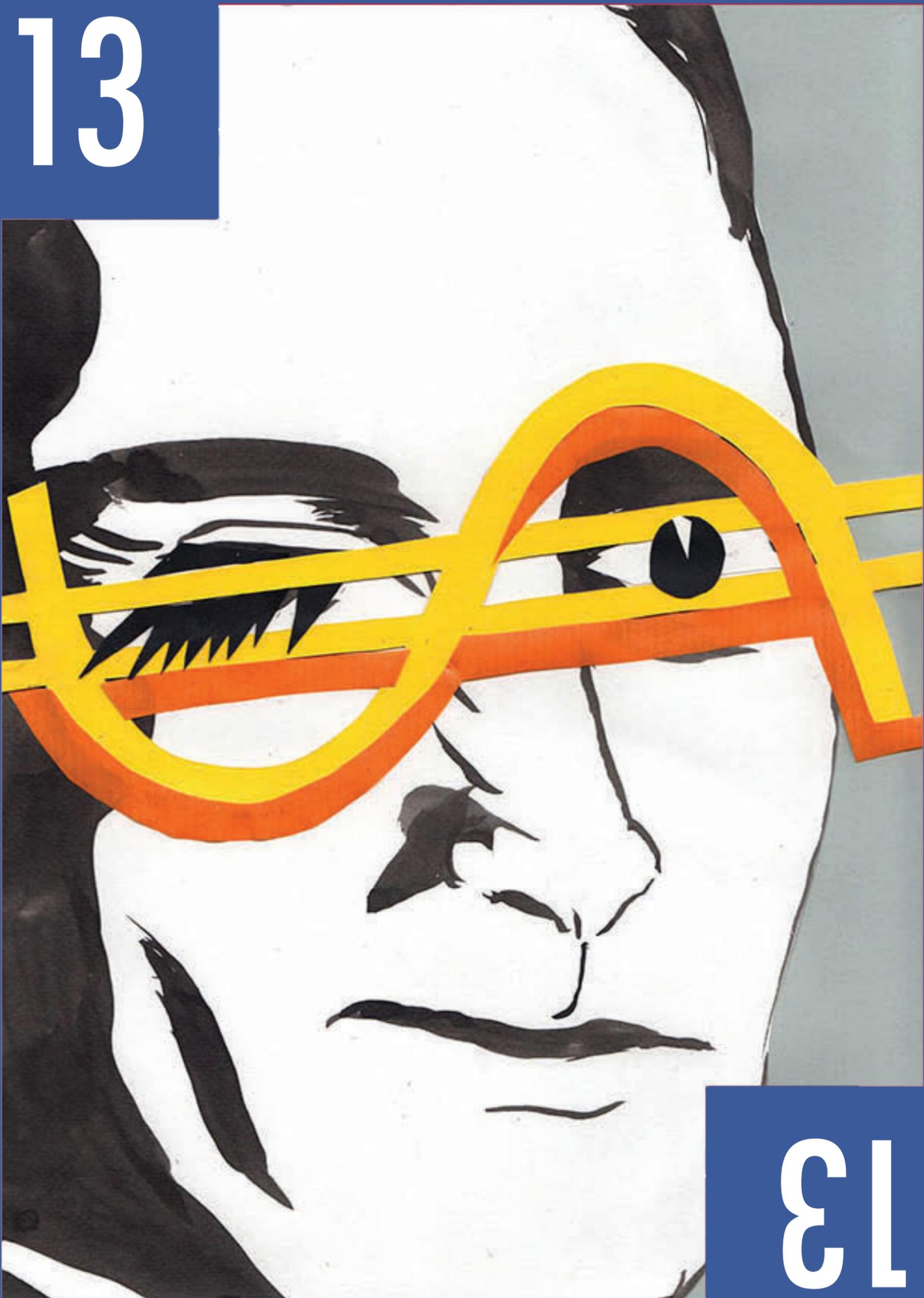


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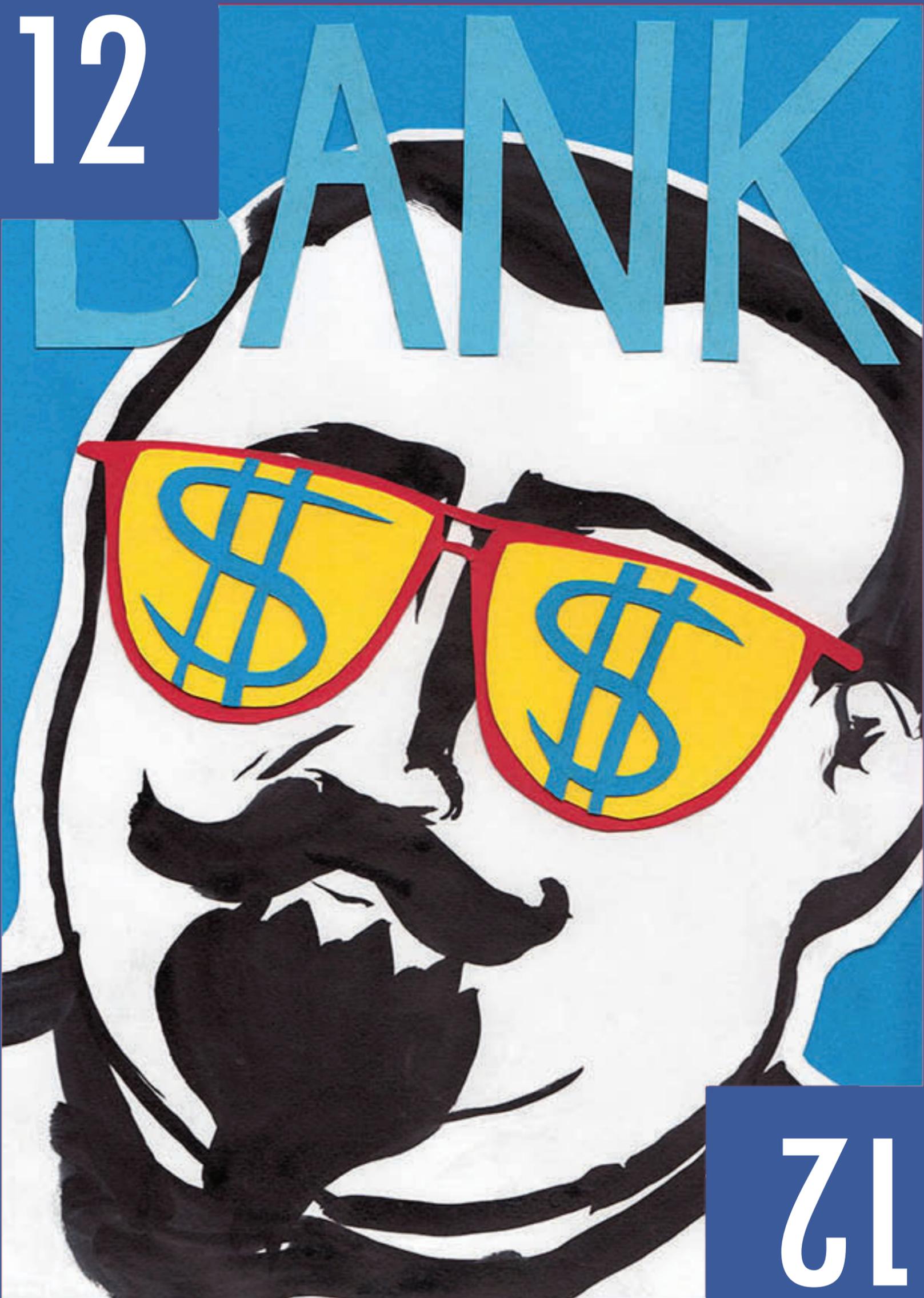
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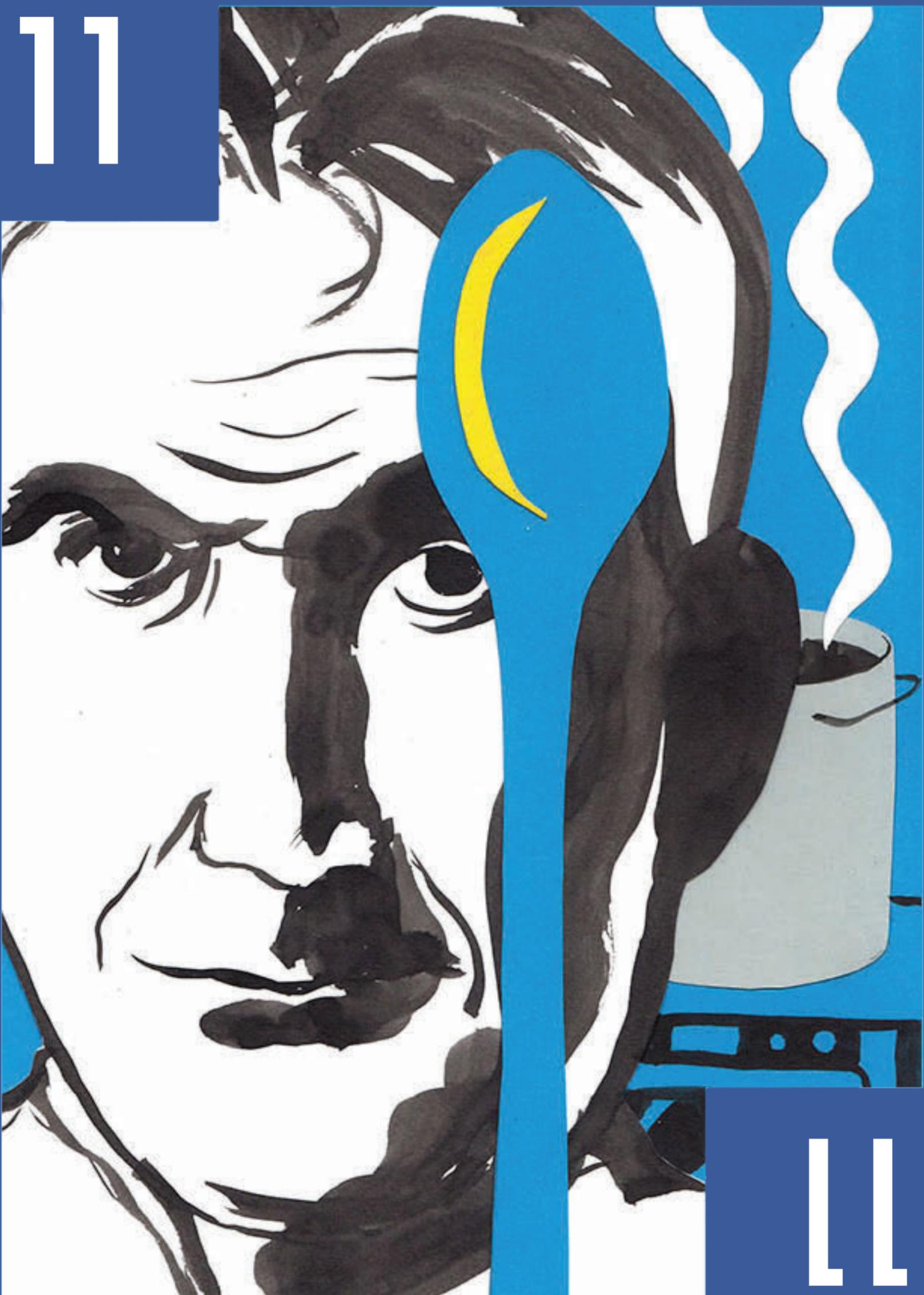
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GORDON COOKE



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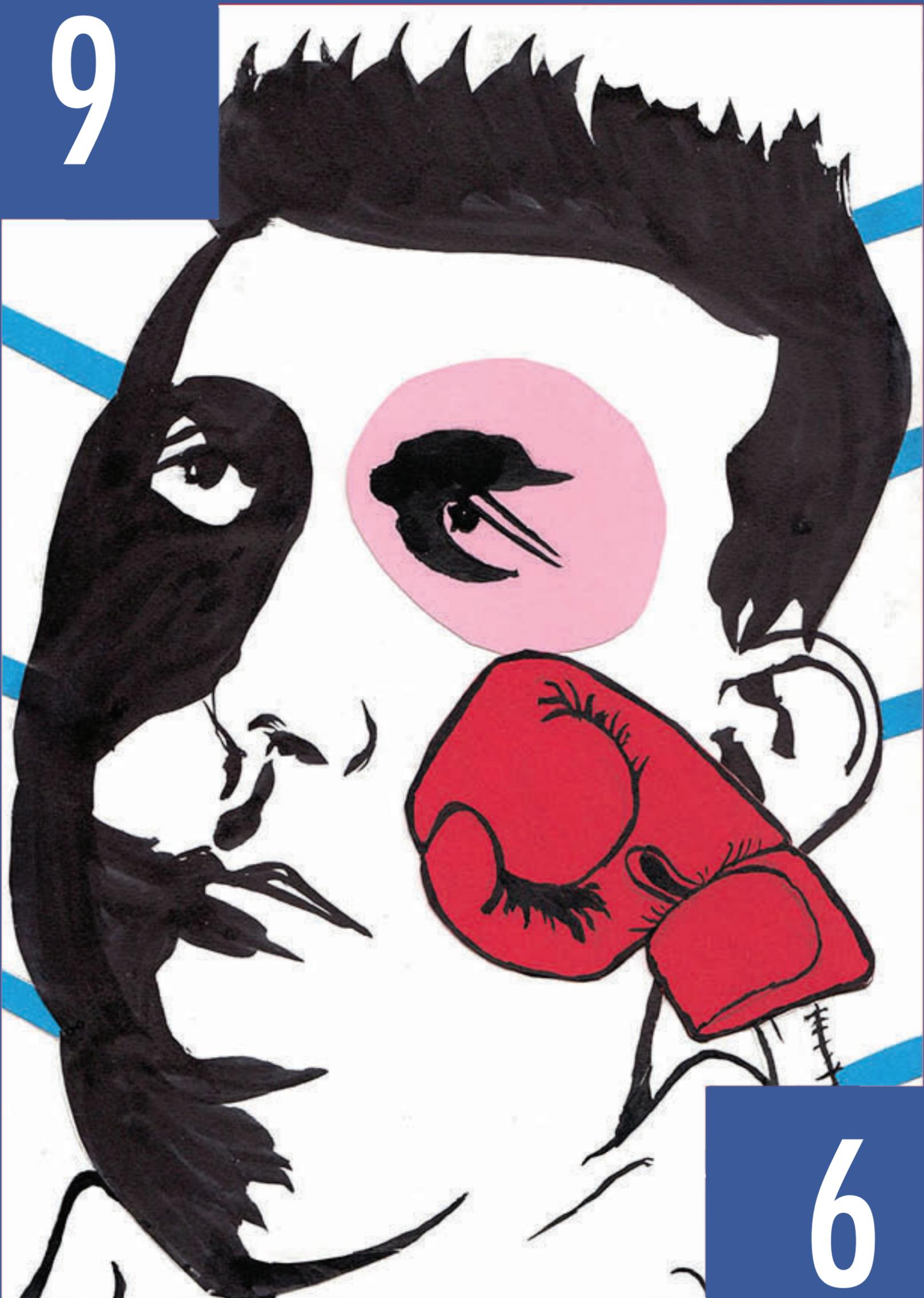
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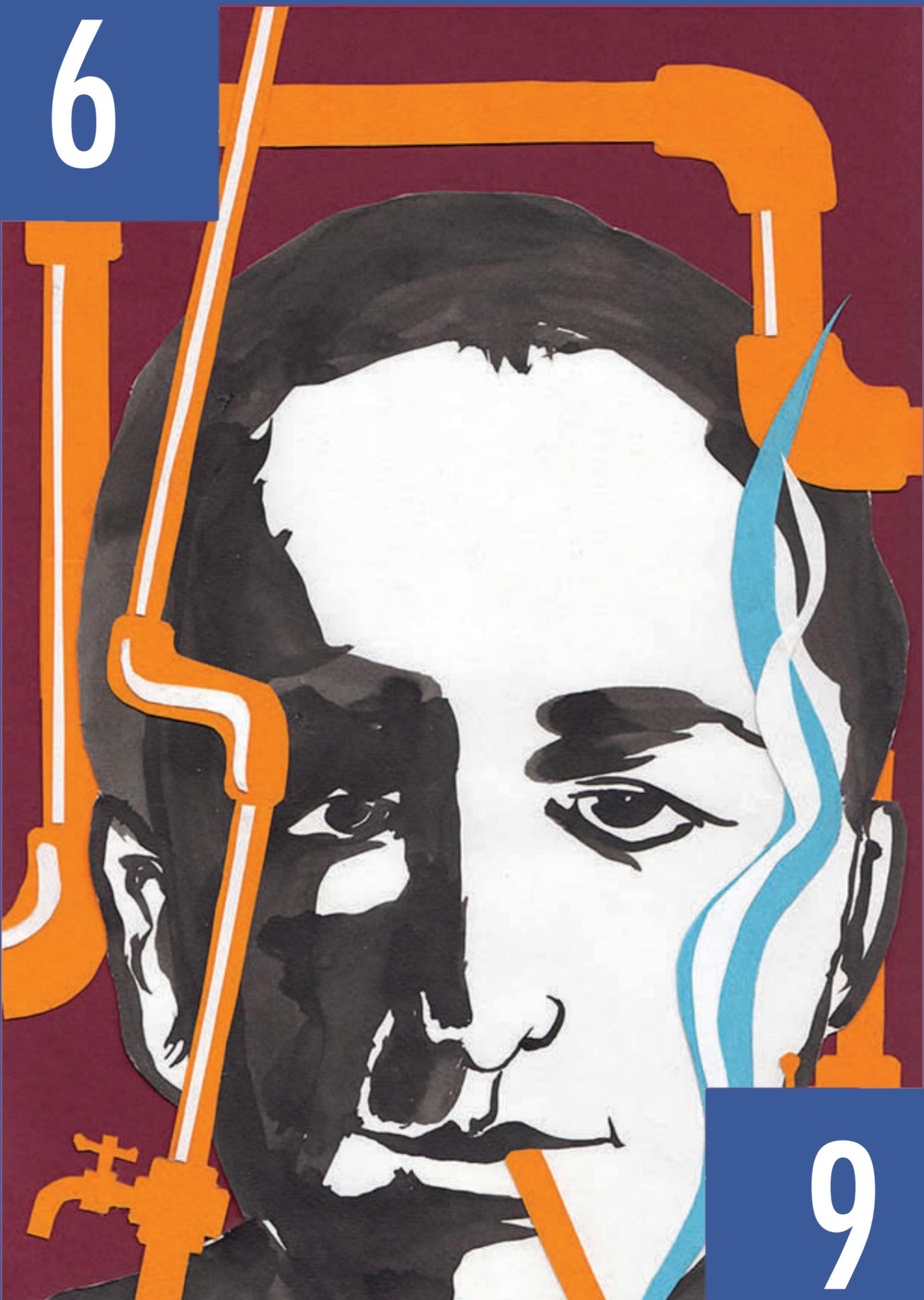
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C. C. CRUISE



M. PRICKARTS





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JAMES R. COD



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G. M. CORNNE



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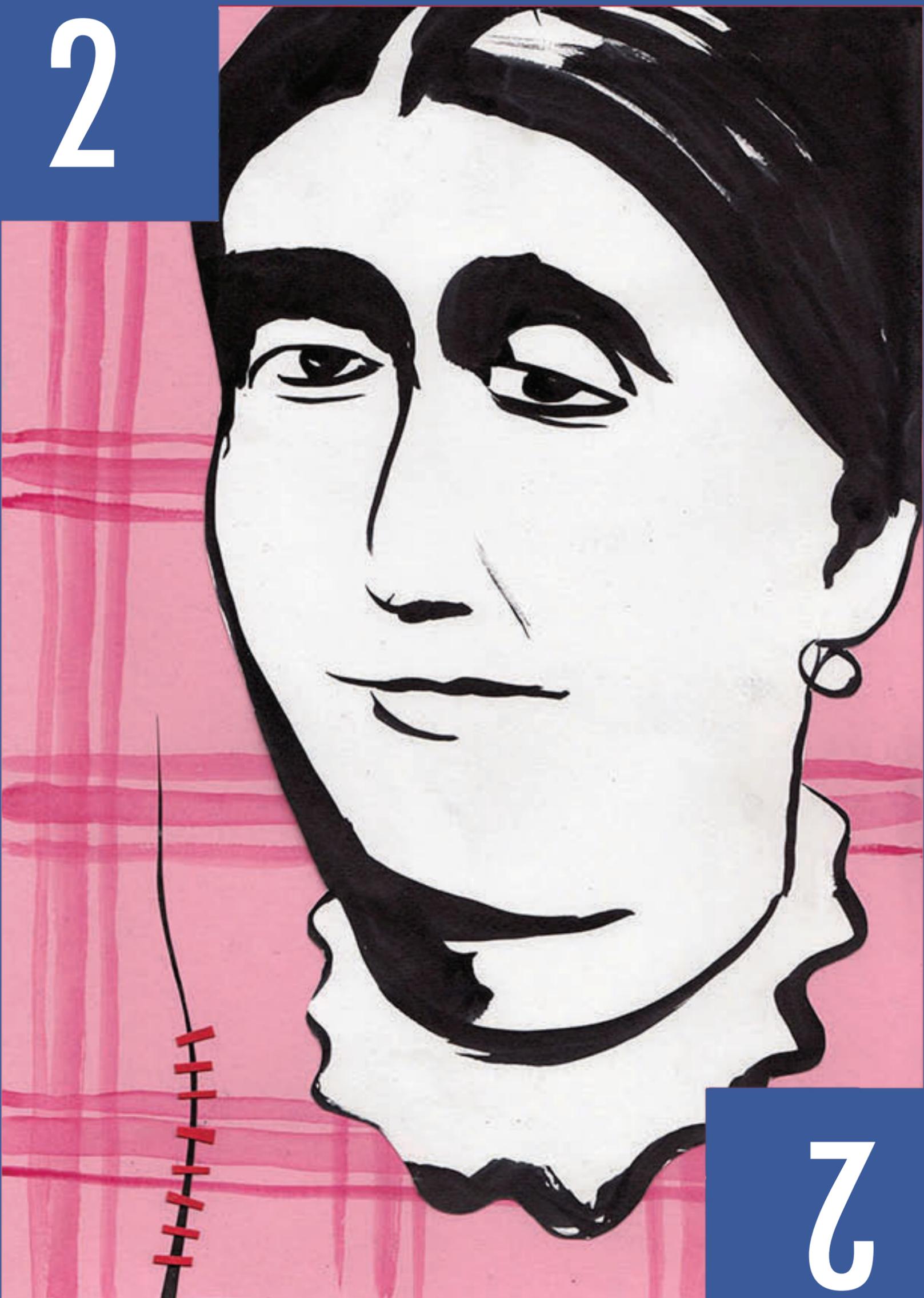
AUNT EMMA BAKER



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AUNTIE DORA



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HAPPY PACKER



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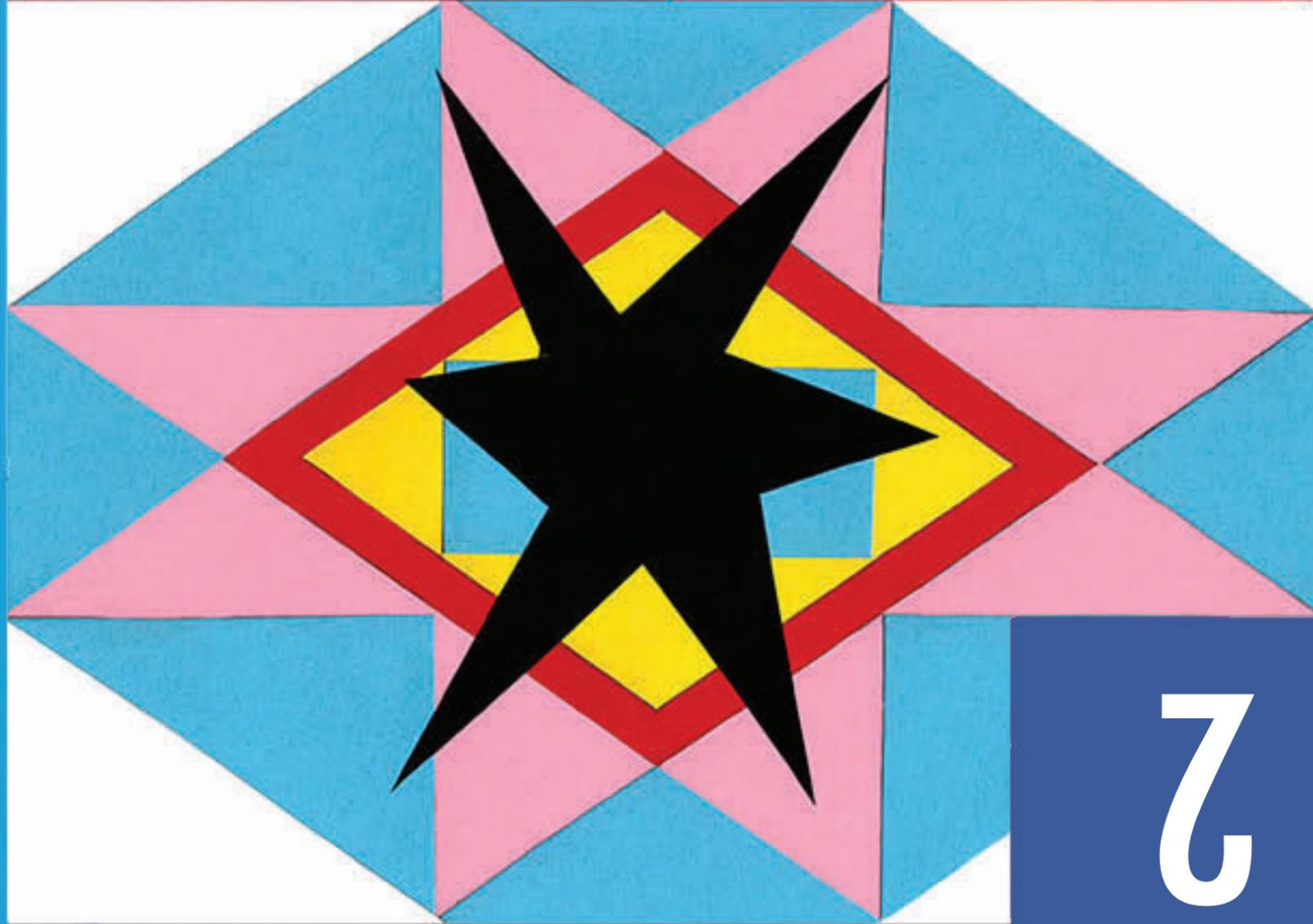
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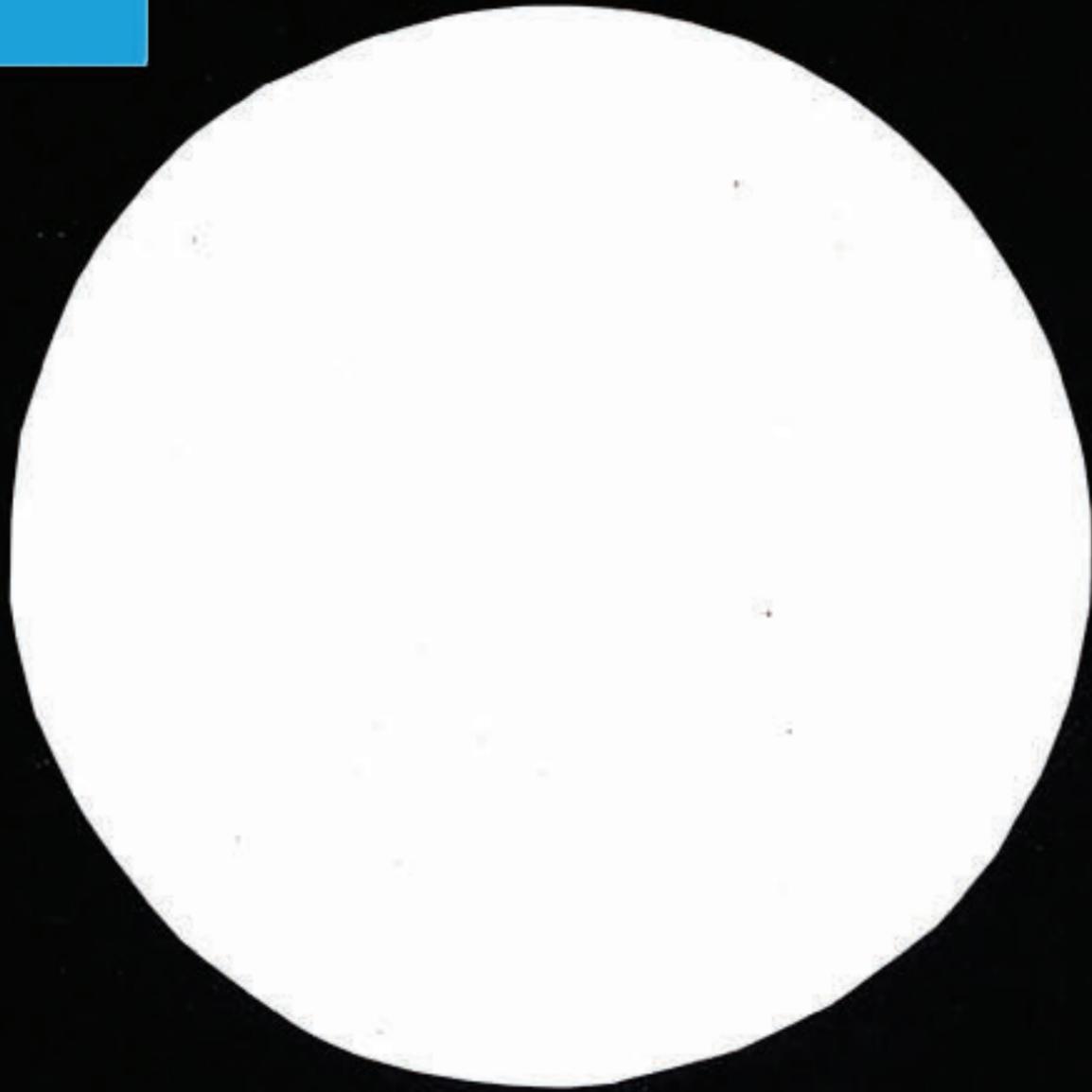
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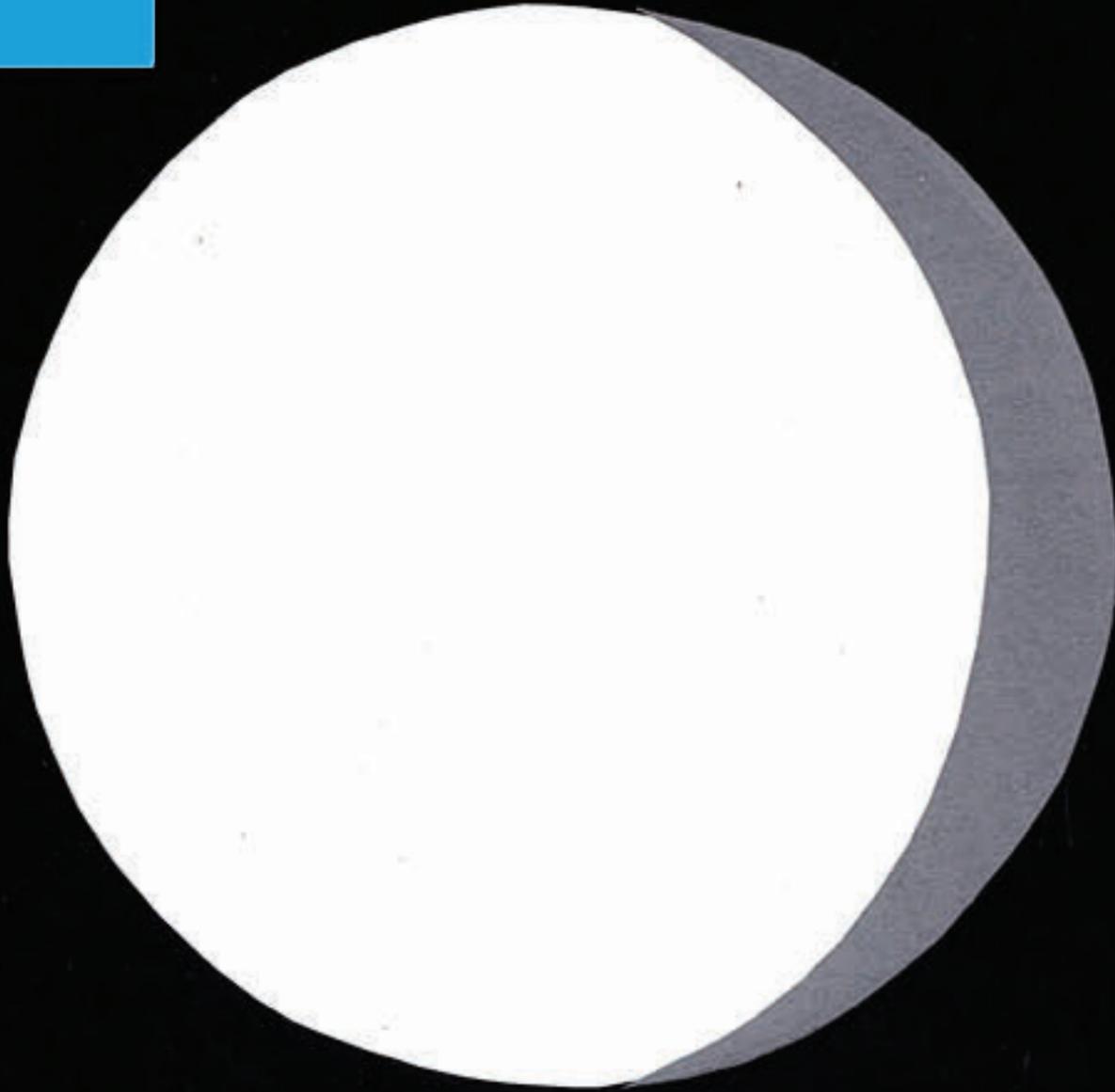
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FULL MOON

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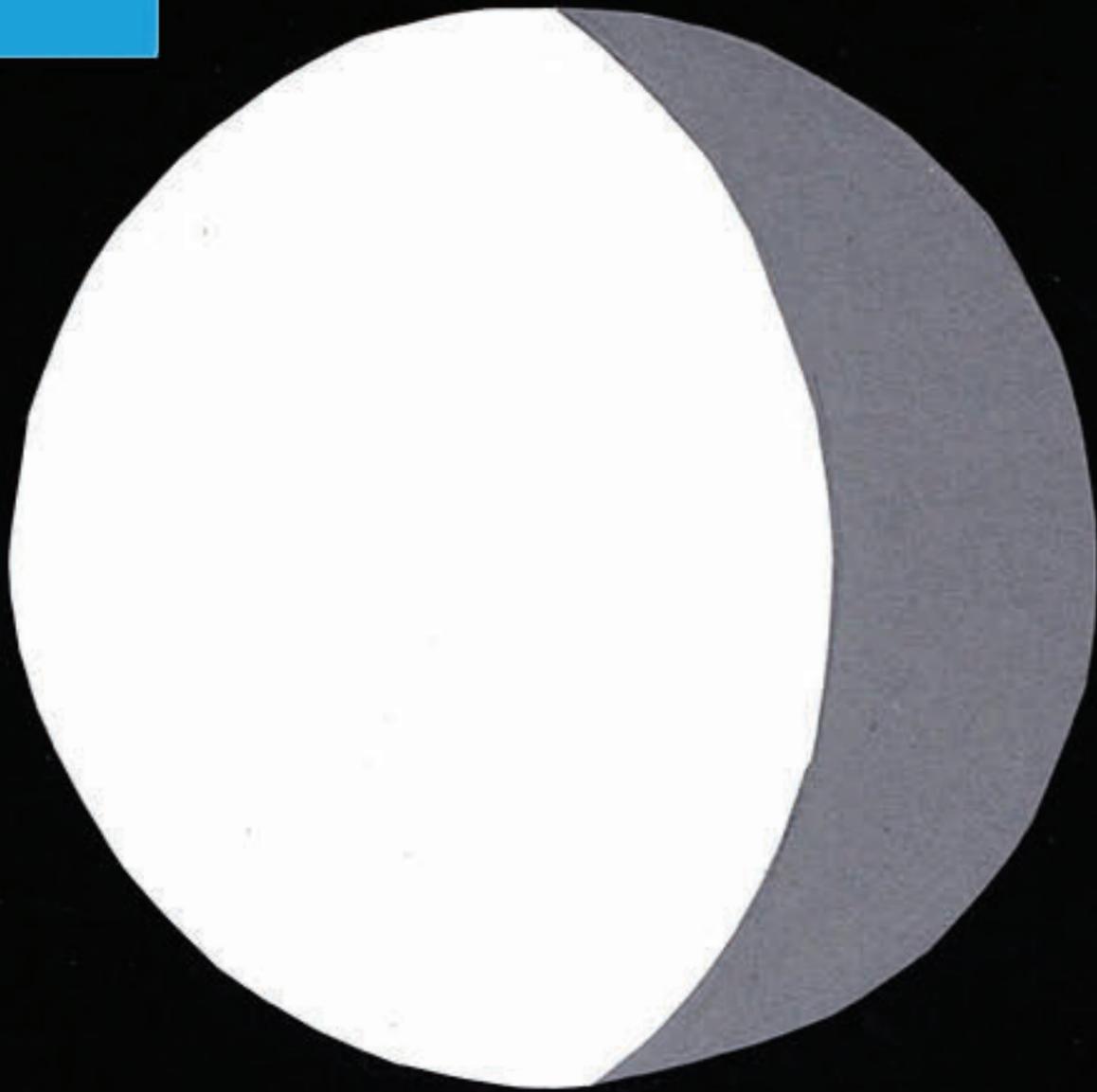
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WANING MOON

2

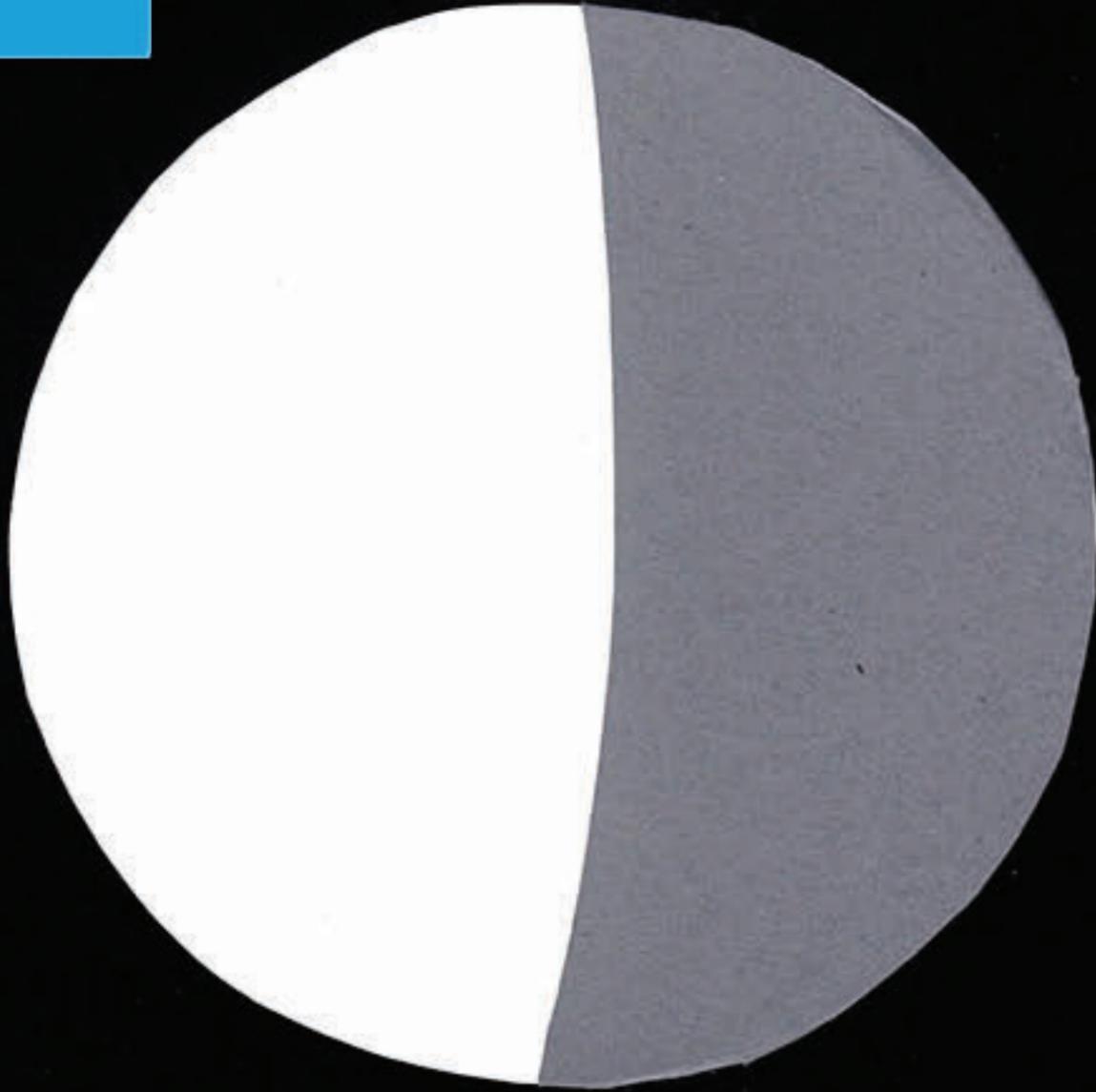
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WANING GIBBOUS

3

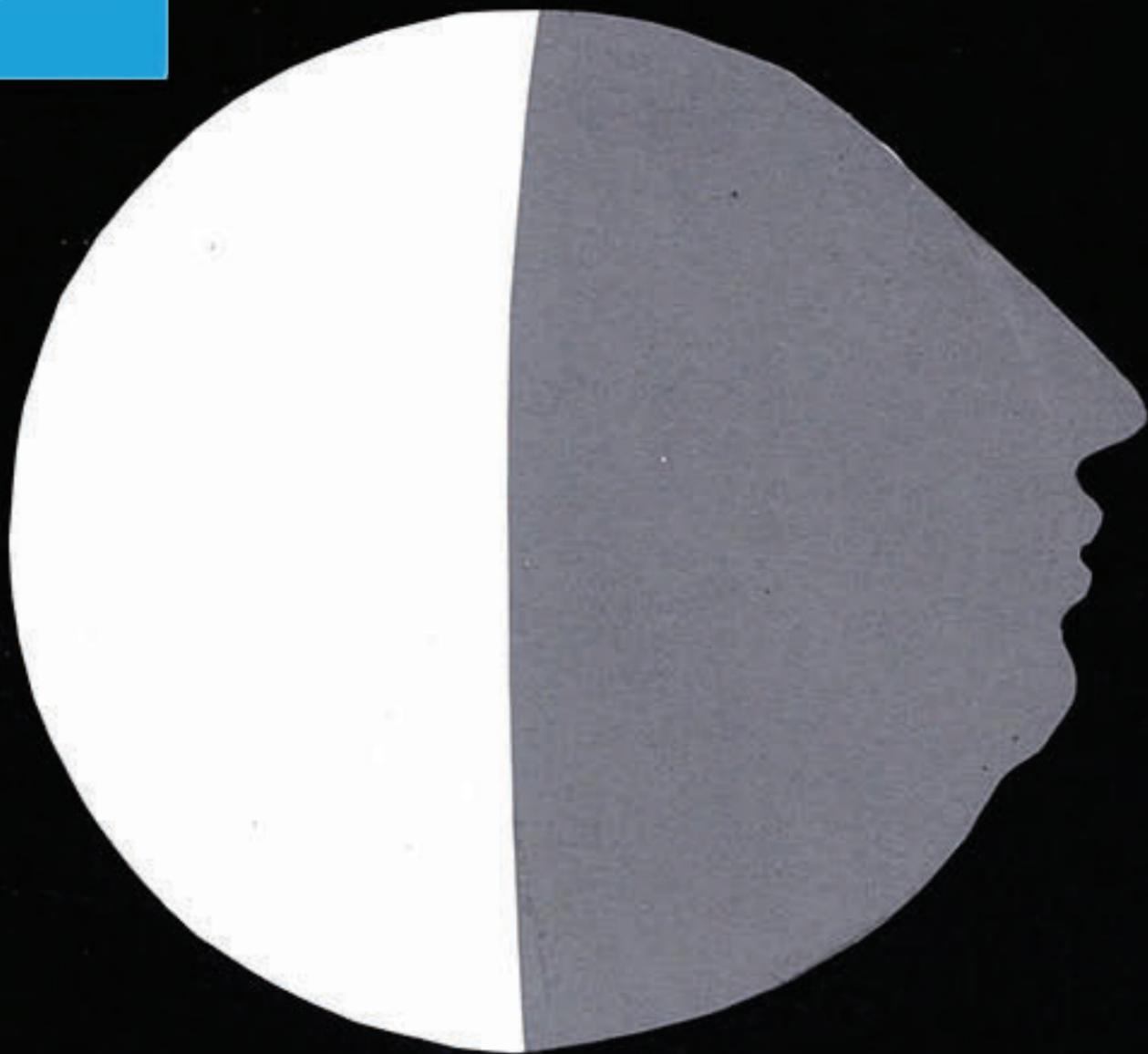
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WANING QUARTER

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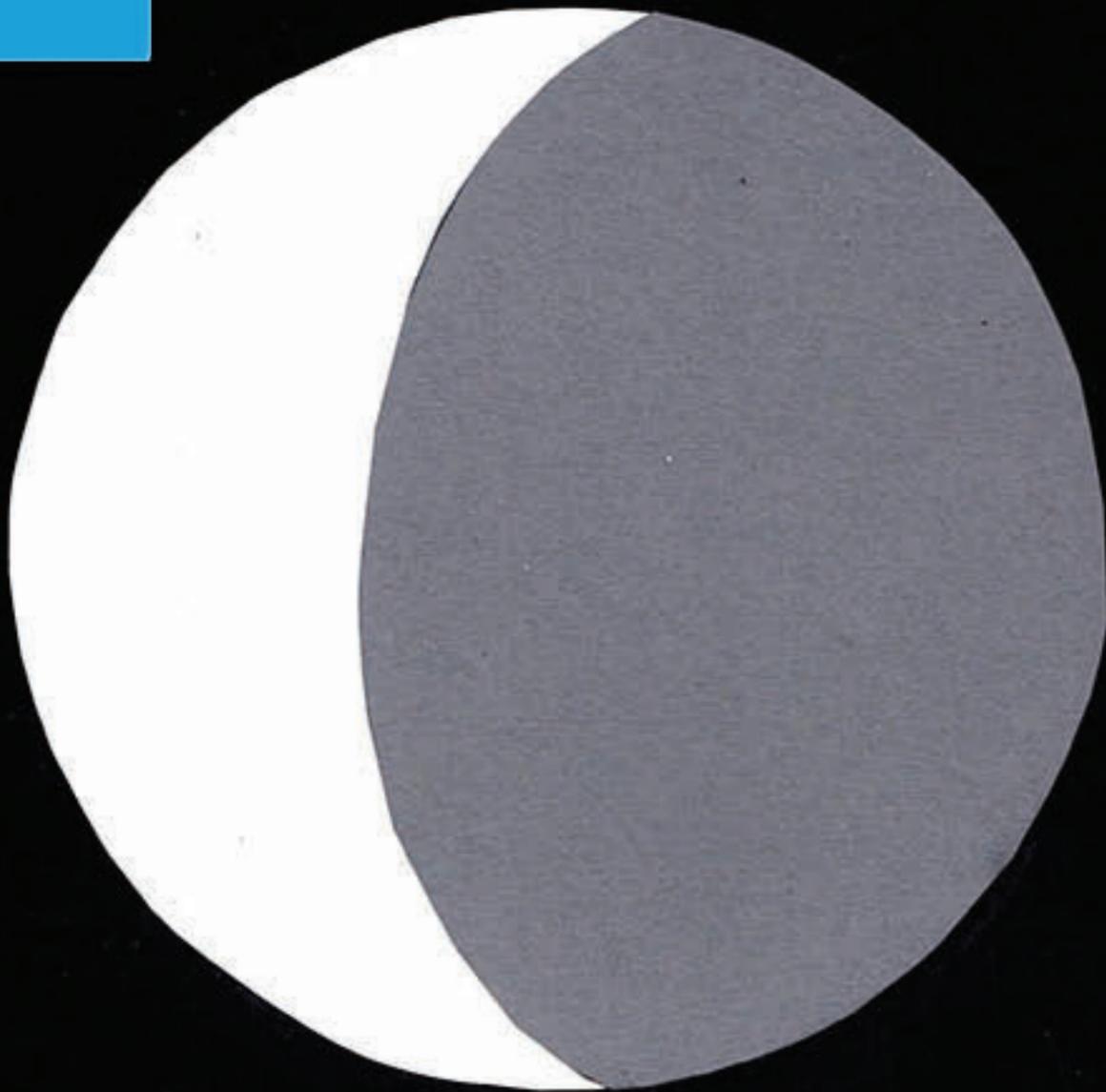
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HALF MOON

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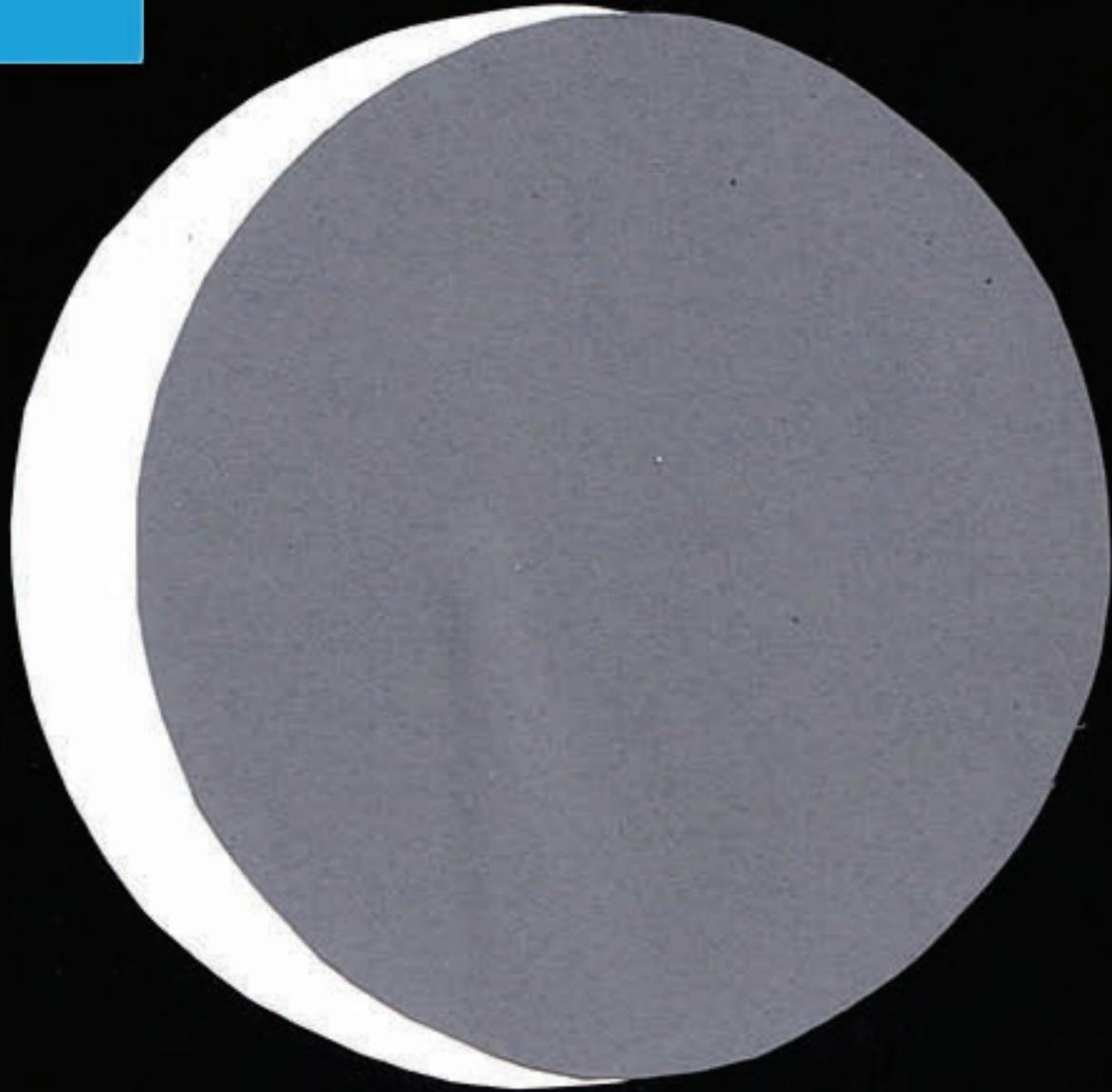
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WANING CRESCENT

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OLD CRESCENT

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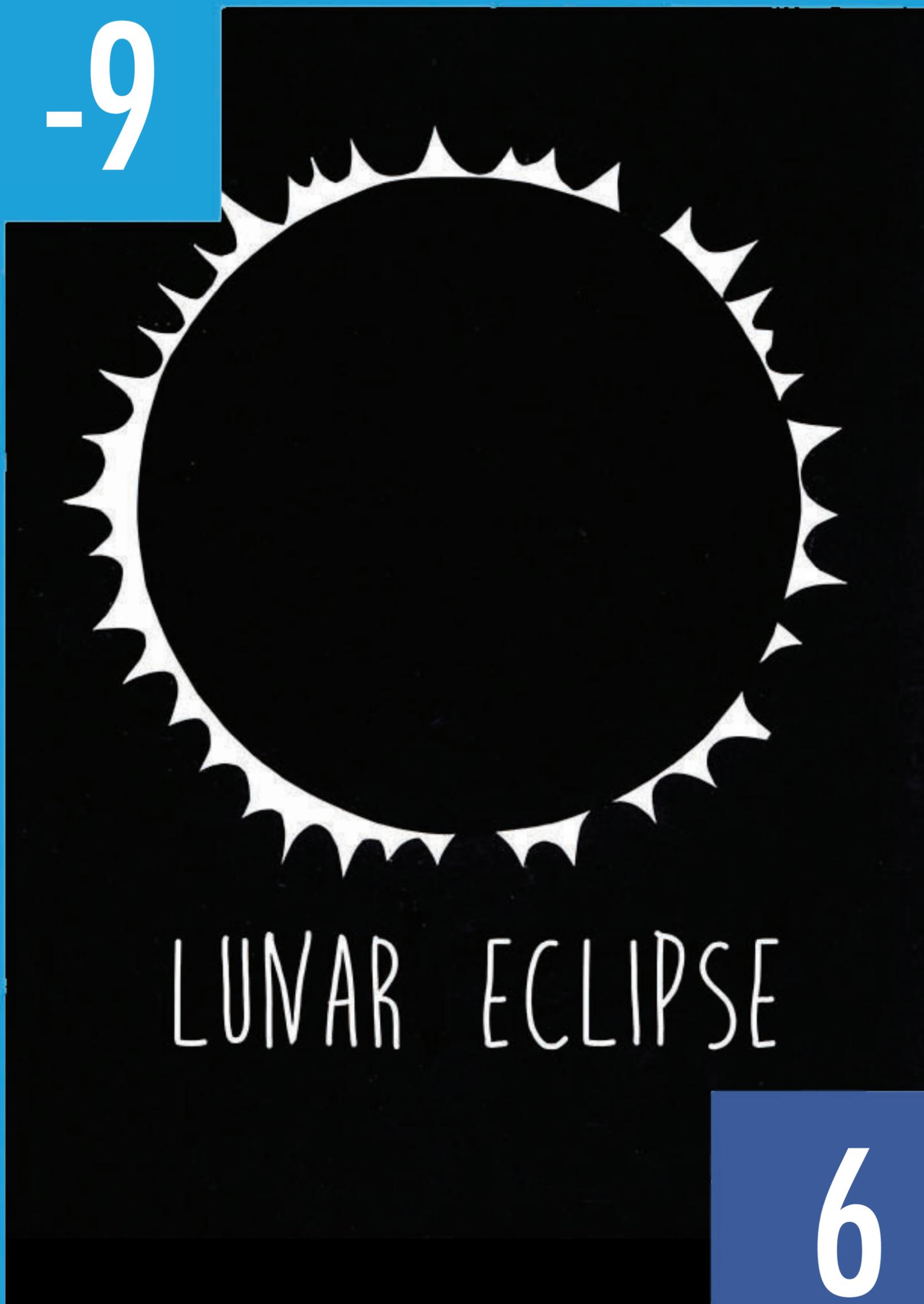
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NEW MOON

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LUNAR ECLIPSE

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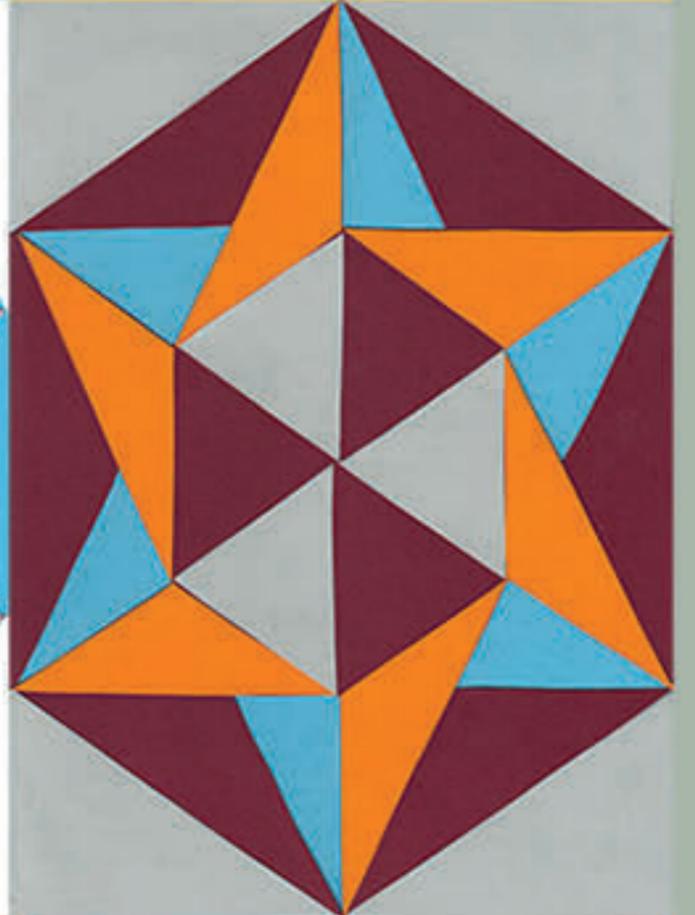
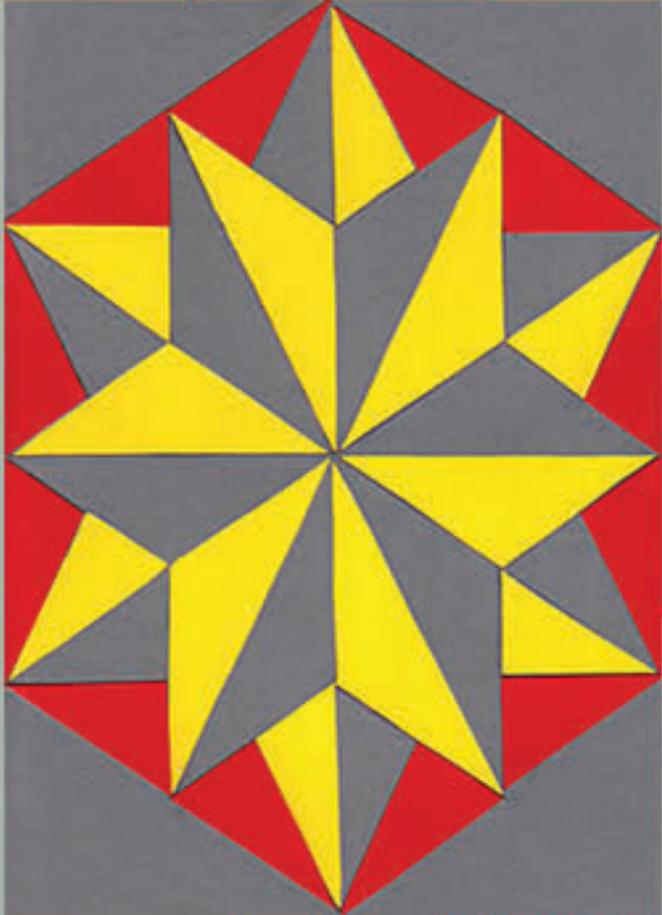


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FACEJACK: A betting game related to Blackjack. For 2 or more players, tokens to bet with, and one or more decks of cards.

Goal: to get a higher score than the bank without exceeding +21 or -21, or "going bust". Cards with a negative value subtract from the total score, cards with a positive value add up to the total score, and cards with both values can either subtract or add, depending on what is most convenient to the player.

To start: All players place a bid in the pot, and choose which one of them plays the bank. The bank deals out the cards clockwise, starting with ONE for the bank, and TWO for each player. All cards (except the deck) are placed face-up on the table. For keeping score, cards are placed so the value used for that turn is in the top left corner from the player's viewpoint. On the first turn, starting to the left of the bank, players indicate their position:

- When a player gets two cards of the same value (+ or -), they can 'split' into two separate games, but they must put an extra token in the pot. This can only be done on the first turn.



- A player can take a 'hit' - get a new card from the dealer - and must pay one token for the pot.
- A player can 'go bust' - their score is over ± 21 - and must withdraw from the game. They lose all their tokens in the pot.
- A player can take a 'stand' - skip a turn - but must pay two tokens.
- A player can 'surrender' - drop out of the game - and will only lose half of his tokens in the pot.

The game: Each turn players decide to take a hit, stand, or surrender. The bank can stand or take a hit whenever they like and do not need to contribute to the pot.

The game ends when:

The bank or a player calls 'Facejack' with ± 21 points. They win the pot.

The bank goes bust. The pot is divided between the players still in the game.

There are no players left. The pot goes to the bank.

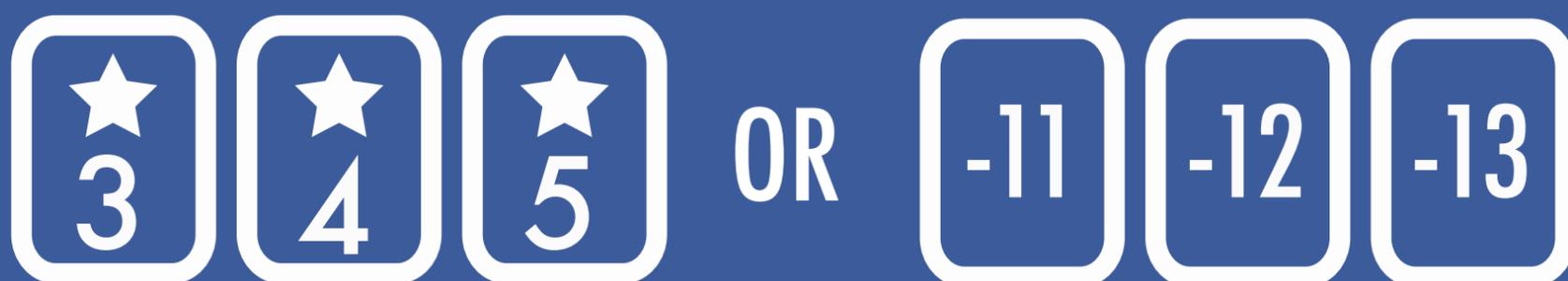
The bank reaches ± 17 or more but does not go bust. If a player at that moment has a higher score than the bank they win and get the pot.

GIN FACE: Related to Gin Rummy. For 2 or more players with one or more decks.

Goal: to put together 'melds' and get rid of 'deadwood'. Melds are 'sets' - 3 or more cards of a kind:



or 'runs' - 3 or more cards in a numerical order, from lowest to highest, in one kind:



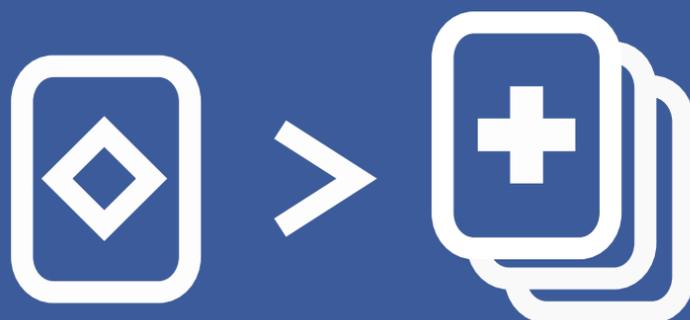
Deadwood are cards that are not in any combination yet.

Play: Players choose a dealer. The dealer gives each player ten cards and places one card face up next to the remaining deck. The face up card will form the discard pile, and the face down pack is the stockpile. Starting with the dealer, players must take a card from the discard pile or from the stock pile **FIRST**, then take a card from their **OWN** hand and place it on top of the discard pile. A players hand will always stay at 10 cards this way. Players are not allowed to take a card from the discard pile and place it



back again.

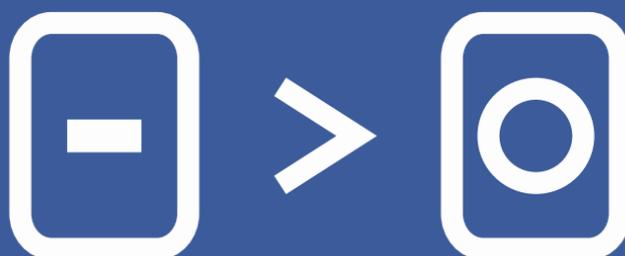
When a player has a hand of melds and no deadwood, they have a 'gin' and win the game. If a player has two deadwood cards or less, they can 'knock' (on the table) and stop the game: they must place a card face down on the discard pile and show their hand. The other players can then 'layoff' their deadwood - try to add their cards to each other's sets and runs. Players with the least deadwood win, or, in the case of a draw:



Positive face cards with the highest value - 'best friends' - win over all other cards.



Positive face cards with values lower than 14 - 'friends' - win over 'likes', which win over 'shares', which win over 'comments', and which win over negative face cards - 'acquaintances'.



'Acquaintances' finally win over the face cards with the highest negative score - 'distant family'.