



INTRODUCTION

Like the old favorite of the late thirties, but a helluva lot more fun, Cadaco Company's modern version of OH HELL includes bidders, bidding cards, playing cards, scorepad and revised rules for more complete enjoyment. OH HELL is a challenging game of bidding skill for all good card players.

OBJECTIVE

To make the highest score in 13 rounds of play by taking, as often as possible, the EXACT number of tricks bid.

EQUIPMENT

- A. Four bidders for use with bidding cards.
- B. Deck of bidding cards (4 sets of 7 numbered cards).
- C. Deck of playing cards.
- D. Scorepad.

PREPARATION

Each player takes a bidder and a set of seven bidding cards numbered from 0-12. Place the bidder to your right and the set of bidding cards in the center part of the holder with the back of the cards showing to your opponents—number facing you. Take the regular deck of playing cards and cut for deal. Select one player to keep score.

THE DEAL

For the first round of play the dealer shuffles the 52 cards and gives each player one card only, then puts the remainder of the deck to his left turning the top card over to indicate the trump suit for that round. In the second round the deal is passed to the left and all 52 cards are again shuffled and this time two cards are given to each player. Then the remaining cards put aside with top card turned over to indicate the trump card for THAT round.

In the third round three cards are dealt, and so on through the thirteenth round when 13 cards are dealt and played this time ONLY in no trump.

BIDDING

After the cards are dealt in each round, the dealer says "Prepare Bid" and each player must decide the number of tricks he will undertake to win. In the first round he must decide only whether he thinks he can take the one trick or cannot as the only possible bid is zero or one (ALL), whereas, in the last round, bids may range from zero to thirteen (ALL). Please note that in each round if a player plans to take all the tricks in the hand, he indicates this by bidding "ALL" instead of the number of tricks in the round. When a player has decided on his bid, he places the bidding cards with the appropriate number appearing on top in the bidder. At the dealer's signal "Declare Bid", he turns his bidder around for all to see.

PLAY

The player to the left of the dealer makes the opening lead. Players must follow suit if possible. If he cannot, he may then play any card in his hand. In each suit the cards rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. The highest card of the lead suit takes the trick unless a trump or trumps are played—then the highest trump wins the trick. Winner of the trick then leads. Each player must stack his tricks so that other players may easily count them.

SCORING

At the end of each round, the scorekeeper records all scores in running totals on the score sheet. Each player who makes his exact bid (no more no less), scores 10 points plus the amount of his bid except when he has bid "0", he then scores 5 points plus the number of tricks in the deal. Players who do not make the exact number of tricks bid, score nothing. At the end of 13 rounds, the player with the highest score wins.

STRATEGY HINTS

In playing a hand, try to make your own bid and at the same time keep the other players from making theirs. A rule of thumb is to bid one less than you think you will make. When deciding on a bid, always take into consideration the player whose turn it is to lead. Keep in mind the number of cards unused in each round.

A Great Cadaco Game

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