

DEGREE

5°





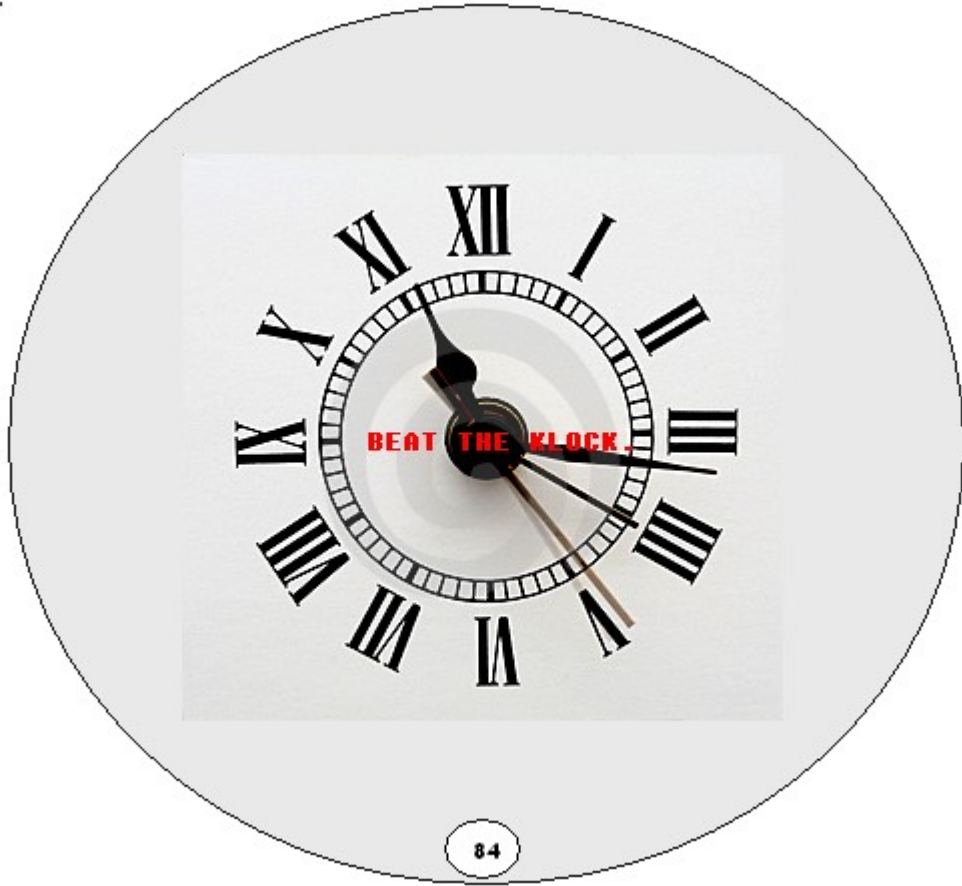
INTERLUDE

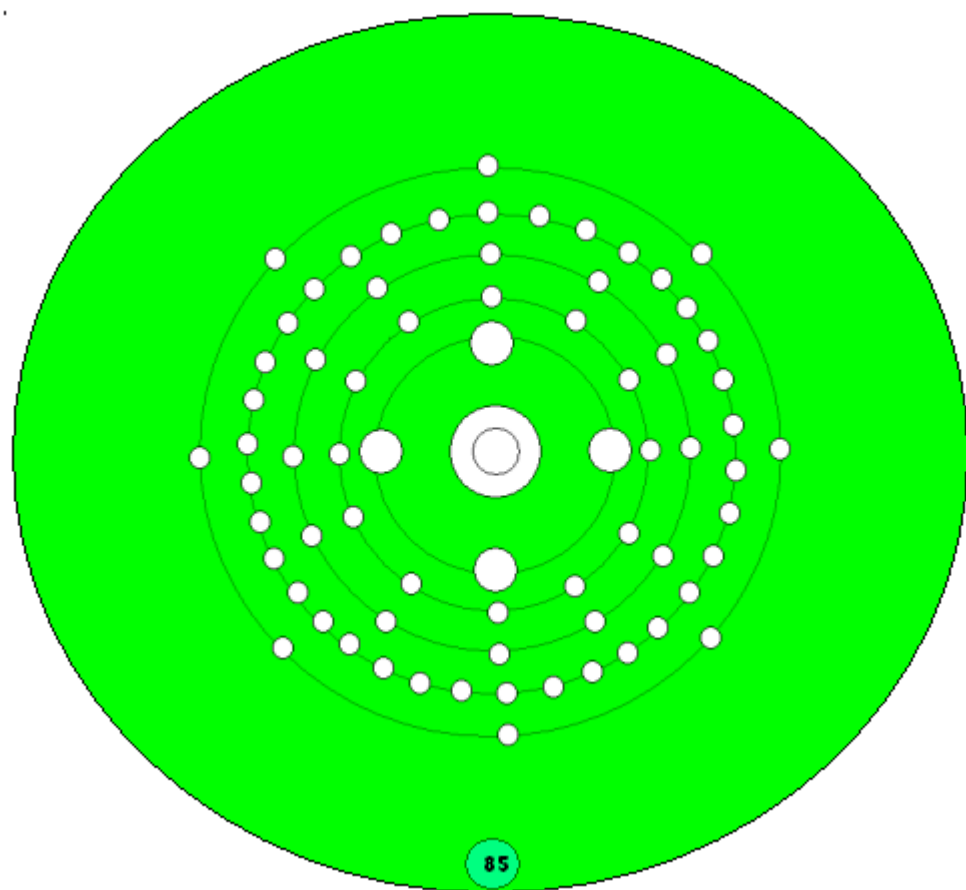


BEAT THE KLOCK

M.P.S

PLAYIN KARD GAME





M.P.S TAROT KARD DECK KONTENT,Z.

- | | |
|-----------------|------|
| 1. JEZTA,Z | = 3 |
| 2. MONARK,Z | = 16 |
| 3. MINOR ARKANA | = 40 |
| 4. MAJOR ARKANA | = 22 |
| 5. FULL DECK | = 81 |



A GAME FOR TWO OR MORE PLAYER,Z

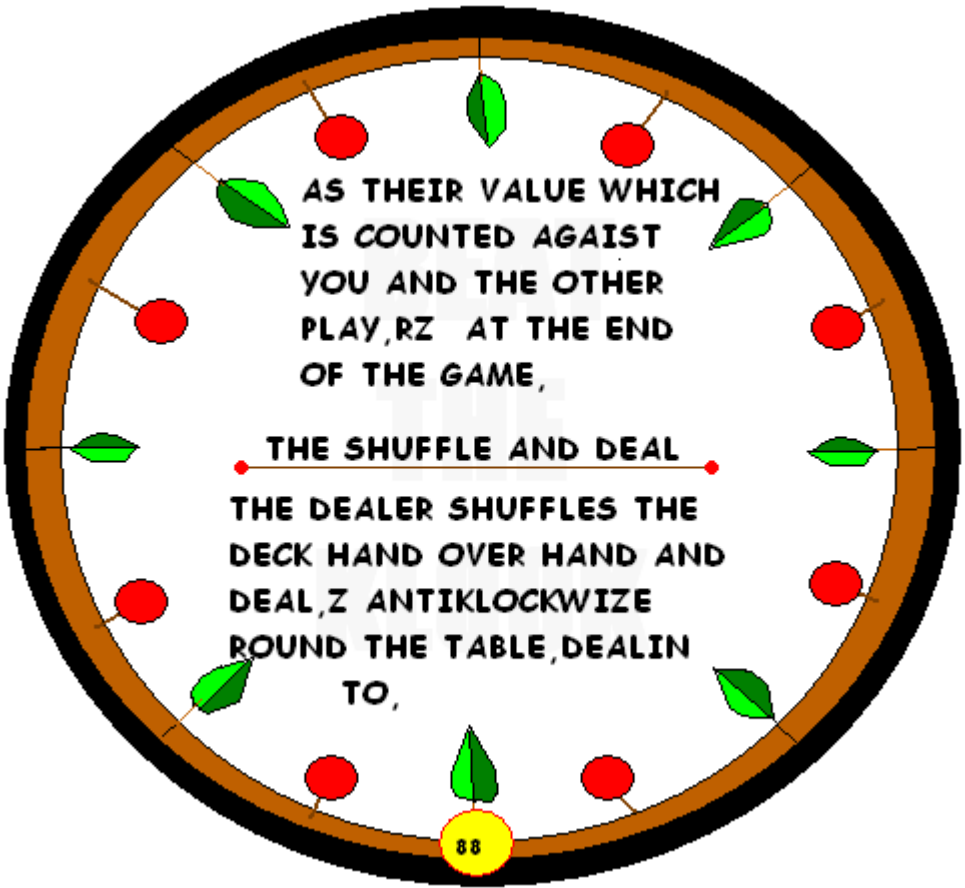




BEAT THE KLOCK.

THE GAME.

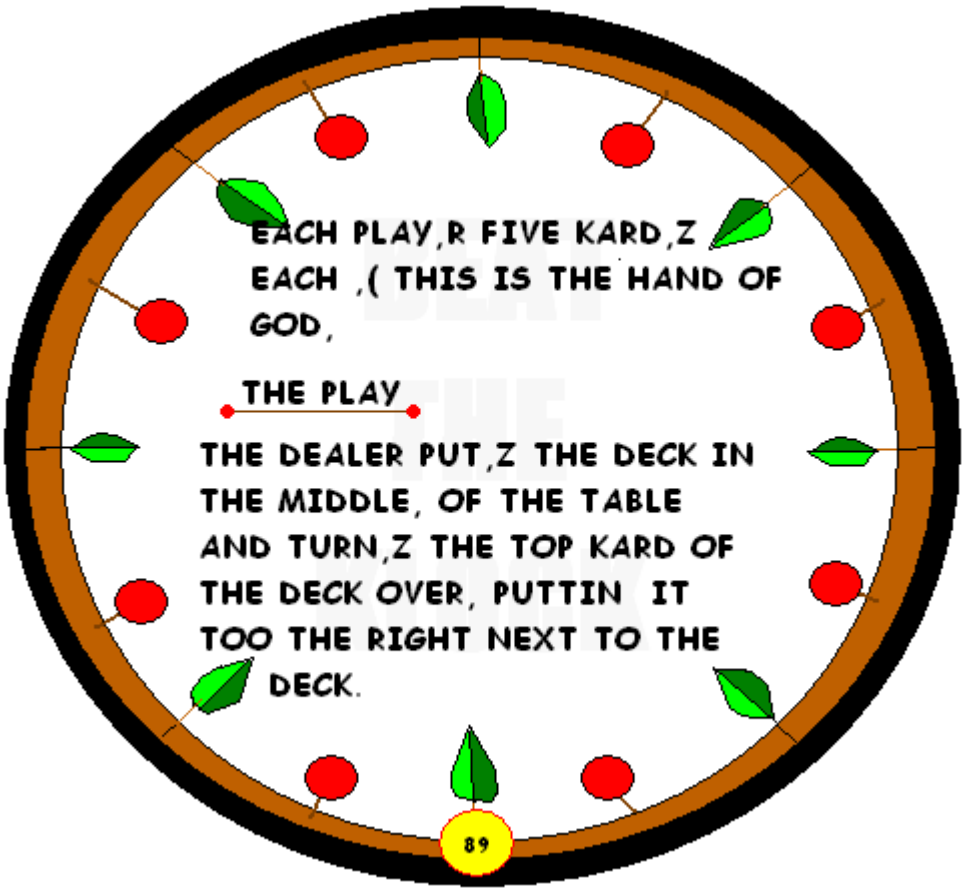
EACH PLAY,R, FOLLOWS, IN
SUIT AND NUMBER, BUT
WHEN A PLAY,R CANNOT
FOLLOW SUIT (= THE LAW,)
THEN THEY MUST PLAY ANY
KARD, (= BROKEN LAW,)
WHICH MEAN,Z THE NEXT
PLAY,R MAY TRUMP YOUR
KARD PLAYED, AND TAKE IT



AS THEIR VALUE WHICH
IS COUNTED AGAINST
YOU AND THE OTHER
PLAYERS AT THE END
OF THE GAME,

THE SHUFFLE AND DEAL

THE DEALER SHUFFLES THE
DECK HAND OVER HAND AND
DEALS ANTI-CLOCKWISE
ROUND THE TABLE, DEALING
TO,



EACH PLAY, R FIVE KARD, Z
EACH, (THIS IS THE HAND OF
GOD,

THE PLAY

THE DEALER PUT, Z THE DECK IN
THE MIDDLE, OF THE TABLE
AND TURN, Z THE TOP KARD OF
THE DECK OVER, PUTTIN IT
TOO THE RIGHT NEXT TO THE
DECK.



THIS KARD IS CALLED
THE DOG/GOD KARD
WHICH YOU HAVE TOO
FOLLOW, IN SUIT THE
PLAYR TO THE LEFT OF
THE DEALER PLAY,Z
FIRST AND THE PLAY
CONTINUES
ANTI KLOCKWIZE,
ROUND THE TABLE.



THE MONARK,Z.

THE KOURTIOUR KARD,Z
FOLLOW IN SUIT, BUT, THEY
CANNOT BE TRUMPED BY ANY
KARD OR PLAY,R THE
MONARK,Z ARE ABOVE THE
LAW,

THE JEZTAZ

THE JEZTYR,Z ARE WILD
AND CAN PLAY ANY KARD, IN
THE DECK.

THE POINT, Z

WHEN ALL THE KARD, Z ARE
PLAYED IN THE DECK AND
ALL THE ROUND, Z HAVE
PLAYED, THEN EACH PLAYR
COUNT, Z THEIR TRUMPED
MINOR KARD, Z THE HIGHEST
SCORE WIN, Z.

MAACKNaSTIE





**THE
BETTIN,
METHOD**

PAY TO PLAY.

BEFORE THE GAME BEGIN,Z
EACH PLAYER, PAY,Z AN ANTE, =
AGREED PRICE, INTO THE POT,
THEN THE DEALER DEALS THE
ROUND,Z OF HAND,Z, THE
WINNER OF THE ROUND,Z
TAKE,Z THE POT.



THE FREE ANTE.

THIS IS AN INTERIOR ANTE, WHERE ANY PLAYER, AT ANY MOMMENT OF THE ROUND,Z IN THE GAME, MAY RAISE THE POT, (BUT,,, ANY PLAYER WHO CANNOT PAY THE STAKE,Z HAS TOO FORFEIT THE GAME, AND LEAVE THE OPENNING PRICE PAYED, IN THE POT.




THE FREE ANTE CAN BE
CALLED ANY NUMBER OF
TIME,Z DURING THE PLAY, IN
ORDER TOO BOOST THE
POT.

МАСК НАСТІЕ
666

96





SOLITAIRE
A GAME FOR ONE

1. SIT ALONE AND SHUFFLE THE DECK OF KARD,Z.
2. DEAL YOURSELF FIVE KARD,Z
3. PUT THE DECK FACE DOWN IN FRONT OF YOU AND TURN THE TOP (the dog) KARD OVER LAYING IT TO THE RIGHT.
4. PLAY LIKE IN THE BEAT THE KLOCK TAKEIN TURNS BETWEEN YOU AND THE DECK. TRUMPING AS MANY AS YOU CAN. IF THE DECK TRUMPS THEN PUT THESE TWO KARD,Z TO THE LEFT OF THE DECK

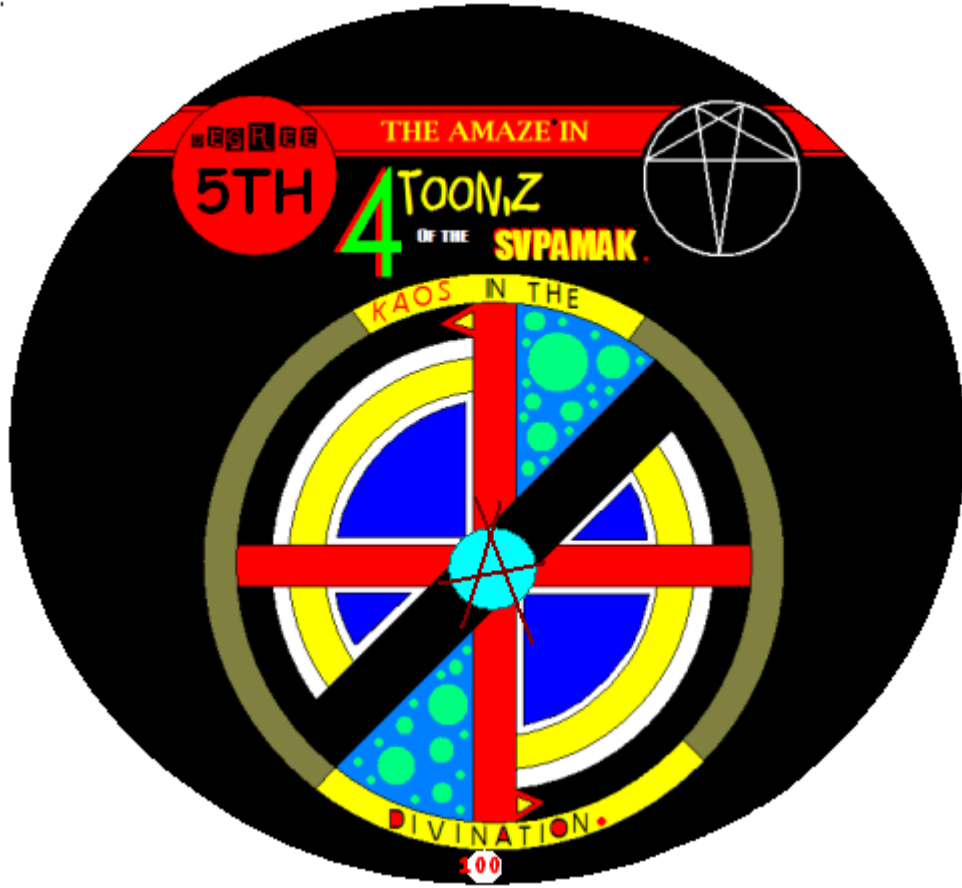


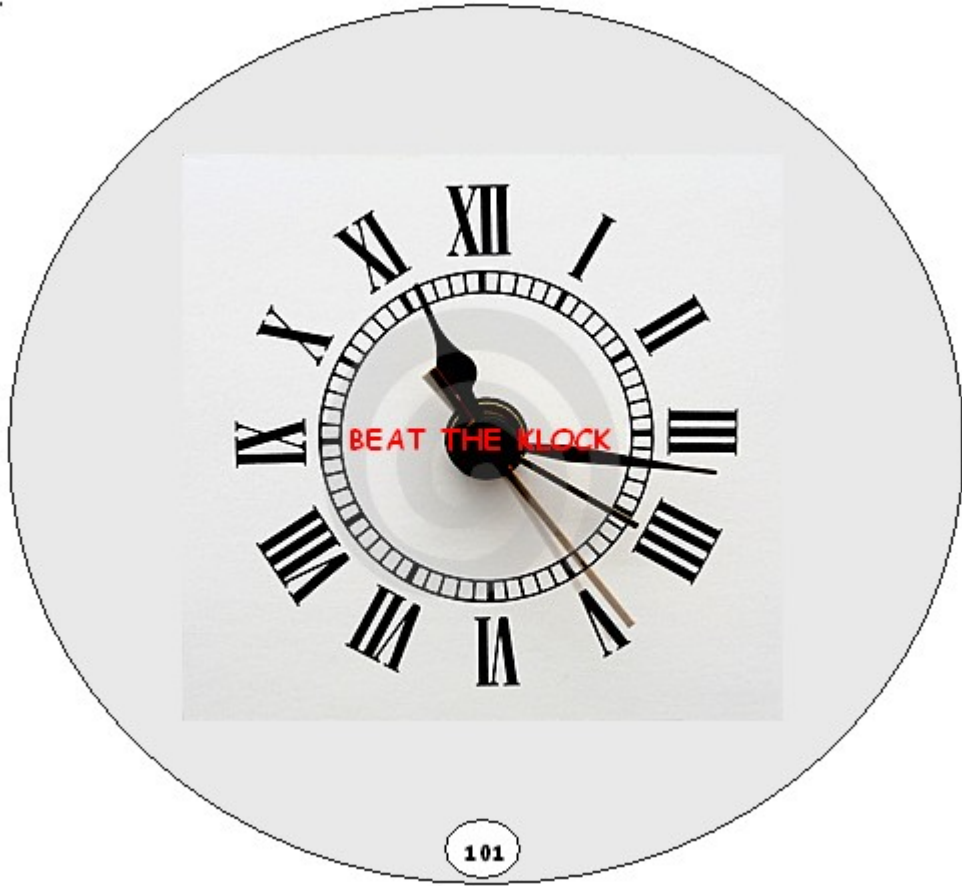
SOLITAIRE

CONT....

5. WHEN THE DECK IS THROUGH, THE SCORE THE TRUMPED KARD,Z, AGAINST THE DECK,Z TRUMPZ, THE HIGHEST SCORE WINS.

END









4 TOON TELLA

NOW, YOU
CAN READ
YOUR PAST
PRESENT AND
FUTURE

**FORETUNES
TOLD**
LET MY KARD,Z
TELL YOUR
FATE,Z

YOU +
YOUR FREINDS,
JUST FOLLOW
MY
INSTRUCTIONS

ON THE
PREVIOUS
PAGE, Z

AND THE FOLLOWIN
PAGES CONTAIN, THE
HAND CHART, AND
MPS LISTS TOO
ENJOY.

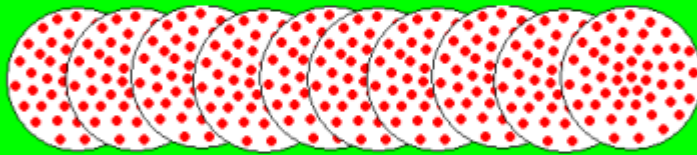
4 SUIT,Z	SPREAD 1	SPREAD 2		
KASH	1	1	♈	JANUARY
HEALTH	2	2	♉	FEBUARY
	3		♊	MARCH
	4		♋	APRIL
	5		♌	MAY
LUV	6	3	♍	JUNE
	7		♎	JULY
	8		♏	AUGUST
	9		♐	SEPTEMBER
	10	4	♑	OCTOBER
	11		♒	NOVEMBER
WORK	12		♓	DECEMBER

	TITLE,Z	4 TOON,Z
0	MAACKHAZTIE	FEASTIVALS PARTYS
1	HELVIN BELL	FUN AND GAME Z
2	SHARON BELL	READING KNOWLEDGE
3	WENDY BELL	PROTECTION AND COMFORT
4	COLIN HENDERSON	DRINKING SOCIALIZING
5	COLIN BELL	RELIGION
6	THE LIE IZ	RELATIONSHIPS LOVE LIFE
7	THE GAME	TRAVEL HOLIDAYS
8	THE DISCIPLINE	LEGAL PROBLEMS
9	THE HOUSINI BOY	WORK
10	BEAT THE KKKLOCK	FORTUNE/DESTINY/FATE
11	THE LAW	HEALTH
12	THE PUNISH D BOY	PUNISHMENTS
13	THE HAPPY BEARER	FUNERALS
14	THE SOCIAL WORKER	FRIENDSHIPS
15	THE NAUGHTY BOY	GIFTS
16	14 FODEN WALL	HOUSE AND HOME
17	THE SHETSTEM	WISHES COME TRUE
18	THE ASSESSMENT CENTER	DREAMS AND HOPE S
19	THE KID Z HOME	BIRTH
20	THE HOZTAL	DECISION Z
21	MADCHEZTA	COMMUNITY ENVIRONMENT

SUPAMAK →

**M.P.S. TAROT KARD
SPREAD.**

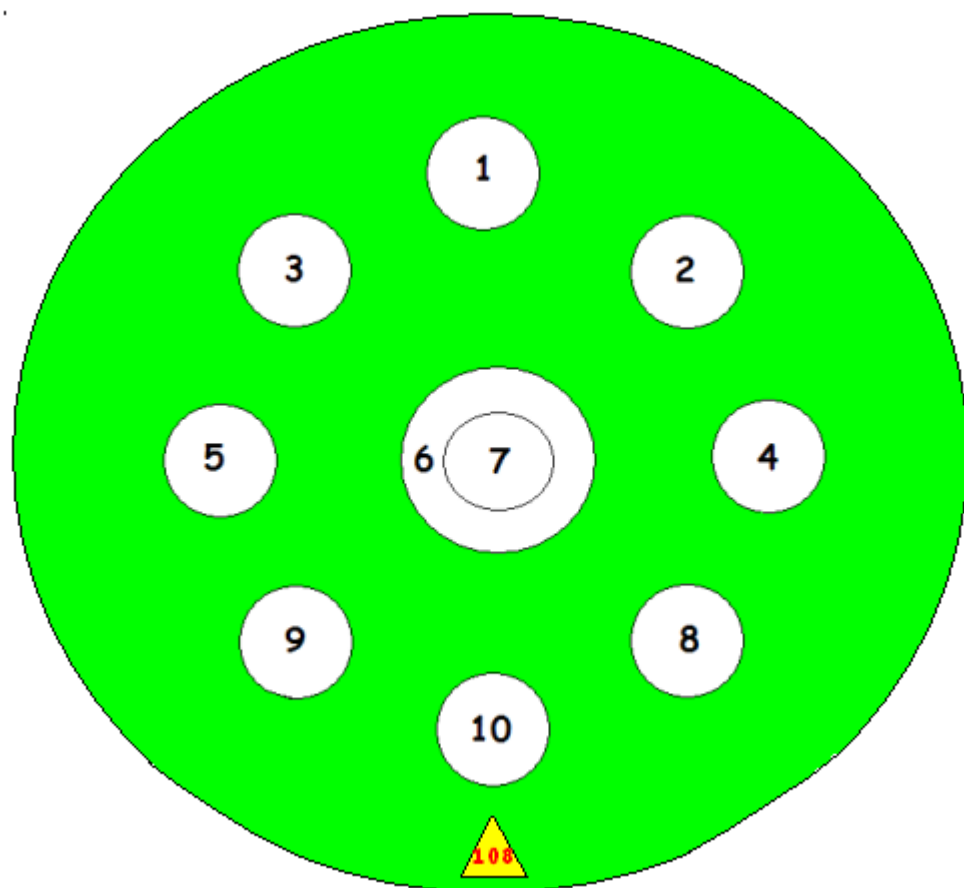
SVPA GAMEZ, SVPA GAMEZ, SVPA GAMEZ, SVPA GA



SUPAMAK →

SPREAD 1

The m.p.s. spread





BEAT THE KLOCK,

4 TOON TELLIN METHOD

PART ONE

SPREAD ONE. THE M.P.S. METHOD

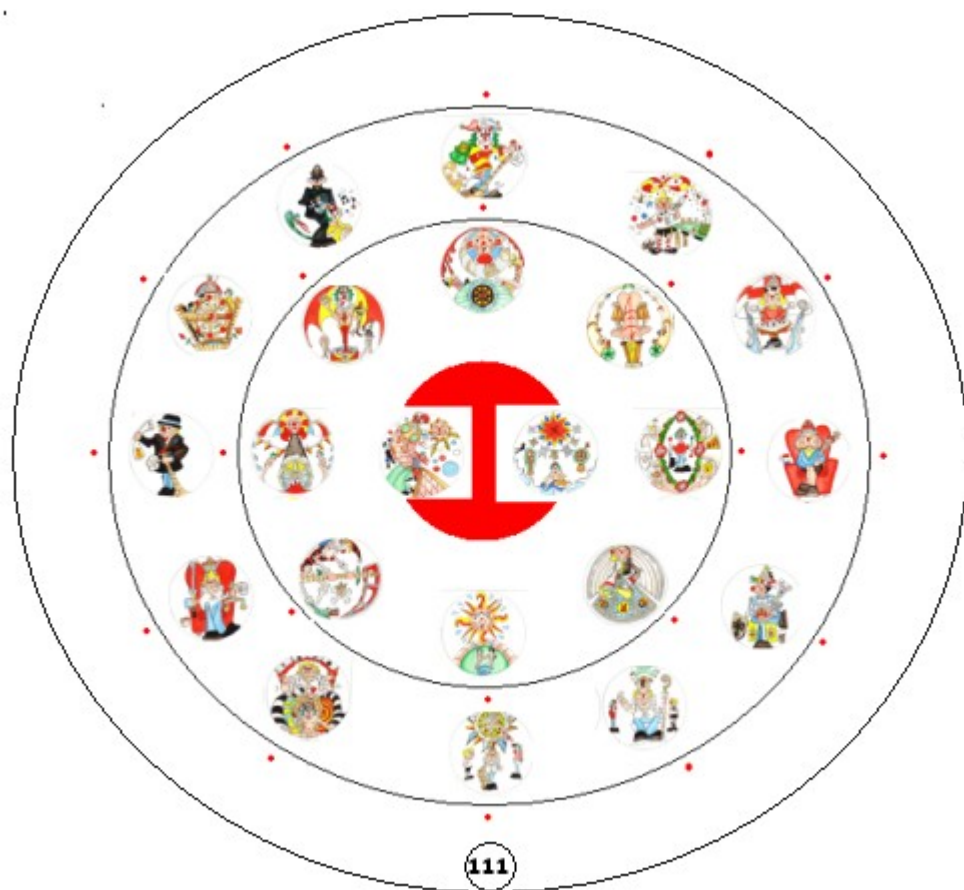
FOR A QUICK 4 TOON.

ONCE THE ROUND,Z OF THE GAME ARE PLAYED AND THE VALUES HAVE BEEN SUMMED, THEN EACH PLAYER MAY READ THEIR 4 TOON,Z TOO KNOW THEIR PAST PRESENT AND FUTURE, THERE ARE TWO METHOD,Z EMPLOYED HERE.



CONT.....

1. THE FIRST METHOD IS CALLED THE M.P.S METHOD (SEE SPREAD ONE) PUT EACH TRUMPED MAJOR AND MINOR ON THE SPREAD PLAC,S NUMBERED FROM ONE TO TEN, IT DO,S NOT MATTER IF YOU DONT HAVE ALL THE KARD,Z TO COVER THE PLACE MARK,Z. READ THE KARD,Z AND THE PLACE,Z ACCORDINGLY, THE MINOR SUIT NUMBER,Z COUNT ON INFRU THE MPS SPREAD PLACE MARK,Z RESULTING IN A FUTURE,END. NATURALLY.

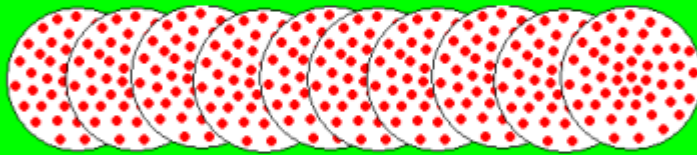




SUPAMAK →

**M.P.S. TAROT KARD
SPREAD.**

SVPA GAMEZ, SVPA GAMEZ, SVPA GAMEZ, SVPA GA

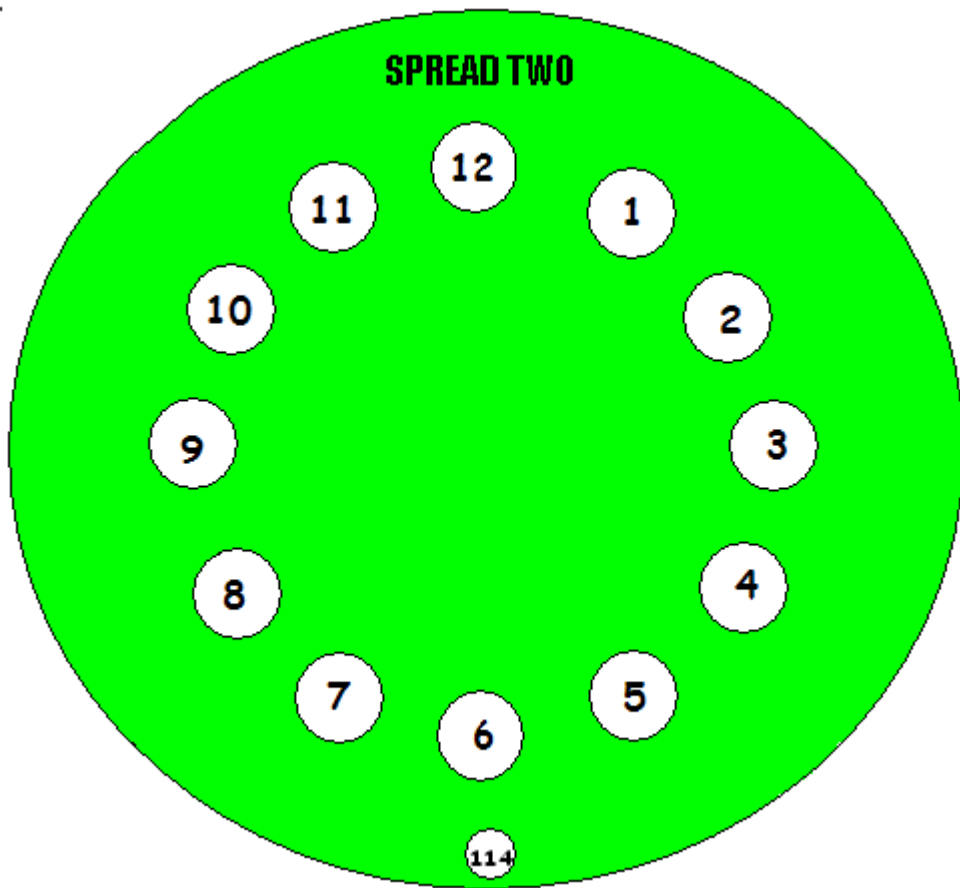


SUPAMAK →

SPREAD 2

THE ZODIAK SPREAD

SPREAD TWO





PART TWO

THE ZODIAK SPREAD METHOD

FOR THE YEAR, Z 4 TOON,

LAY OUT YOUR TRUMPED KARD, Z
MINOR AND MAJOR, ACCORDINLY ON
THE ZODIAK SPREAD PLACE MARK, Z
, (SEE ZODIAK SPREAD DIAGRAM,)
COUN T THE PLACE MARK, Z AS
MONTH, Z AND THE MINOR ARKANA
NUMBER, Z AS DAYS ONE INFRU
SEVEN STARTING WITH THURSDAY,
READ THE SUIT, Z AS 4 TOON, Z

r.h 09





CONT,,'

MAKE UP A TUNE TO SING
AND TELL FROM THESE
KARD,Z , TELL THE TOON,
FOR YOUR SELF OR YOUR
FREINDS MOSTLY HAVE FUN,

YOUR,S

MAACKNaSTIE

