

== RULES FOR ==



Life's Game of Artists

RULES FOR PLAYING

Life's Game of Artists

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4. The *object* of a player, holding one or more cards of a set, is to obtain the remaining cards of that set, as he who can during the game lay aside the greatest number of complete sets, *wins*.
5. The picture represented by a card is the name prominently lettered. In calling, use one of the three names at the bottom, the names of the other three cards of the set.
6. The player at the left of the dealer begins by calling from any other player for a card that will help him complete a set, any portion of which he holds. The player called upon gives up the card called for if he holds it. If the player calling obtains the card asked for, he puts it in his own pack with his other cards of the same set, and continues calling for other cards from any of the players. The player calling loses his turn when he asks a card of a player who does not hold it; it then becomes the turn of the player on his left, and so on in turn.

1. The game should be played by from three to eight players.
2. The pack consists of fifty-six illustrated cards, divided into fourteen sets or books of four cards each. Cards of the same name belong to the same set.
3. The cards should be shuffled, and an equal share dealt, one card at a time, to each player, after which each should arrange cards of the same set together in his hands. The names at the top of the cards will assist in arranging.

7. When a player obtains a completed set, he lays it aside to be counted at the end of the game.
8. When a player calls for a card which he already has, he forfeits it to the player from whom he calls it.
9. When the cards have all been formed into sets the game ends, and the player having formed the greatest number is *winner of the game.*

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