

DIRECTIONS FOR PLAYING BIRDS

THERE are 52 cards in the pack, which should be thoroughly shuffled before each game. Any number from **two** up ~~can play.~~ ~~If more than six are playing,~~ use two packs of cards.

THE DEAL The players decide who is to deal first. Deal passes to the left after each game. Deal all cards, one at a time, equally to all playing. If necessary to take any cards out to give each player an even number, take the No. 2 cards in this order—D 2, C2, B2, and if necessary, A 2 (only necessary when six are playing with one pack).

EXPLANATORY The groups of birds are thus explained:—

A series represents the fighting birds, with the A 13 (American Bald Eagle), which is our "national bird" as the strongest bird, as explained in the following rules.

B series represents birds of bright plumage.

C series represents birds who haunt the woods or wilds.

D series represents our song birds, with the exception of the English Sparrow, or No. 13 card,

which is a bird (card) to be feared most of all, as will be explained in the following rules.

THE GAME The A series representing the fighting birds are **always trumps** and will take any trick they are played upon. If two trumps are played on one trick, or if trumps are led, the highest trump (in number) takes the trick. (1 is low, 13 high).

A player can either follow suit or trump but cannot play a card of any other suit (except trumps) if holding a card of the suit led.

THE OBJECT OF THE GAME is to avoid taking the B, C, and D number 13 cards, particularly the D 13, and to try to capture the number 1 cards.

THE COUNT When all cards have been played, each player looks over the cards he has taken, counting only such cards as are mentioned below.

The No. 1 cards of each suit **count 10 each** **FOR** the player capturing them. The person capturing the A 13, or American Bald Eagle, adds 25 to his score; those capturing the No. 13 cards of either the B or C series have 5 deducted from their score, and the one capturing the destructive English Sparrow (D 13) has 15 deducted from his score.

The person taking the **FIRST TRICK** has 5 **TAKEN** from score.

The person taking **LAST TRICK** ADDS 10 to his score.

When **TWO** only are playing, deal 13 cards to each player, placing the rest face down between players. After every play, players draw a card until pack is gone, always keeping 13 cards in hand. When pack is gone, play to finish from your hand.

If 4, 6, 8 or even numbers are playing, they may play partnership games, two against two, three against three, etc., those on one side helping each other, combining their winnings and losses.

In this game the inscriptions at bottom of cards are superfluous.

The game of **Authors** which was originated in Salem and first published here, can be played with these cards by using the inscriptions at bottom.

Always use all the 52 cards, even though they do not come out even when dealing.

The game should be played by from three to six players. Cards of the same number belong to the same set or book, such as A 5, B 5, C 5, D 5, etc.

The cards should be shuffled, and dealt, one at a time, to each player, who arrange cards according to sets.

The name of the bird illustrated, is prominently lettered **UNDER THE ILLUSTRATION**.

The remaining three names at the bottom of the cards are the names of the other three cards comprising the set.

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 of the person asked, 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 demands a card of a player who does not hold it; it then becomes the turn of his left-hand neighbor to call, and so on in turn.

If a player should call for a card which he already has he FORFEITS IT to the player from whom he called it.

The player who at the end of the game has the MOST BOOKS or tricks WINS THE GAME.

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