

1. When a player, remembering who holds certain cards, wants to obtain them, but *does not himself hold any card of the set* to which they belong, he may call for those cards, PROVIDED he has the "All-Over" card in his hand.

2. When a player's cards are exhausted, he may, on his next turn, call for the "All-Over" card, and whoever holds this card surrenders it at once, and the player receiving it proceeds to call in the regular manner for any card he desires, and continues to do so until he fails to obtain the card called for.

In calling for the "All-Over" card it is not necessary (as it is with the other cards) to name the player holding it.

If a player holding the "All-Over" card calls for a card that has already been laid aside in a complete set, he forfeits the All-Over card to the player discovering the error.

that card. The small pictures at the bottom and below the black line denote the remaining subjects of *that set*.

3. The cards should be shuffled and dealt one card at a time to each player, after which each player should arrange cards of the same set together in his hands. Any complete sets thus made should be taken from the hand and laid aside.

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 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

DIRECTIONS FOR PLAYING

Children's Picture Reading Game

PARKER BROTHERS, INC.
SALEM, MASS. NEW YORK LONDON

FOR ANY NUMBER OF PLAYERS

1. The game consists of 28 cards, divided into 9 sets of 3 cards each and 1 picture card combining all the different subjects and called the "All-Over" card.

2. A set consists of three cards bearing the same picture, thus, the BANANA, APPLE and PEAR cards make one complete set or book. The large picture at the top of each card and above the black line denotes the subject of

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.

When a player obtains a complete set, he lays it aside to be counted at the end of the game.

7. When a player calls for a card which he already has, he forfeits it to the player from whom he calls it.

8. When the cards have all been formed into sets the game ends, and the player having formed the greatest number of sets is the WINNER OF THE GAME.

RULES FOR THE USE OF THE "ALL-OVER" CARD

The "All Over" card does not belong to any suit, and is useful in the two following ways.