

DIRECTIONS

FOR THE

GAME OF FAMOUS MEN.



PARKER BROS., Publishers, Salem, Mass.

DIRECTIONS FOR THE Game of Famous Men.

Suited to any number of Players.

1. There are thirty-two cards, divided into eight books of four cards each. There is, for example, a book (A) of Statesmen, (B) of Generals, etc.
2. The cards should be shuffled, and an equal share dealt, one card at a time, to each player, after which each player should arrange cards of same kind together.
3. The *object* of the game is to collect the cards together in books, as the player who can lay aside the greatest number of complete books wins.
4. The player at the left of the dealer then calls for a card from any other player that will help him complete a book, any portion

of which he holds; and, if successful, continues calling in the same manner until he fails, when the turn passes to the left.

NOTE. If desired, in order to make the game still more instructive, a player must, in calling for a card, name the country and the century in which the person called lived.

5. The name of the card is the name prominently lettered in the centre. A player must call from one of the three names at the bottom of the card he holds, and, if the player called from has the card, he will find the name in the centre, with the date. The letters at the top of the card will help the players in the arrangement of books.
6. When a player obtains a complete book 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 that card to the player from whom he calls it.
8. When the cards have all been formed into books the game ends, and the player having the most books wins.

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