

DIRECTIONS FOR PLAYING
THE GAME OF

HEARTS

Copyright 1914 by PARKER BROTHERS, Inc.
Salem, Mass., New York and London

DIRECTIONS

for playing the game of

HEARTS



Parker Brothers Inc.

SALEM, MASSACHUSETTS
NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U.S.A.

The letters on the cubes are those embraced in the word "Hearts." The game is applicable to any number of players.

One player places the six cubes in the shaking box and after shaking throws them upon the table. A player has but one throw at a turn.

UNLESS THE FIRST TWO LETTERS of the word are among those turned up on any cube, the player does not score and the turn passes to his neighbor. Each letter of the word after the first letter "H" turned up in order **counts 5 Points each** for the player. For instance, if among the letters turned up he can get the letters "H" and "E" he is entitled to **5 Points** and for every additional letter in order, 5 Points. Thus, if "H-E-A-R" appears among the letters, on the six cubes the player scores 15 Points.

A **PLAYER DOES NOT SCORE** for any letter turned up out of place. Thus, the letters "H-A-T-S" would not give any count, or if "H-E-R-T" turn up he only scores 5 Points: that is, the player **CAN ONLY COUNT THE LETTERS AS THEY APPEAR IN ORDER IN THE WORD.**

Any number of points can constitute the game, —100, 200 or more, as may be agreed upon among the players.

When the number of players is four or any even number above that, two or more may play as partners, in which case, the scores of partners are combined toward the total for the game.

THE letters on the cube are those embraced in the word "Hearts." The game is applicable to any number of players.

One player places the six cubes in the shaking box and after shaking throws them upon the table. A player has but one throw at a turn.

UNLESS THE FIRST TWO LETTERS of the word are among those turned up on any cube, the player does not score and the turn passes to his neighbor. Each letter of the word after the first letter "H" turned up in order counts 5 points each for the player. For instance, if among the letters turned up he can get the letters "H" and "E" he is entitled to 5 points. Thus, if "H-E-A-R" appears among the

letters, on the six cubes the player scores 15 points.

A **PLAYER DOES NOT SCORE** for any letter turned up out of place. Thus, the letters "H-A-T-S" would not give any count, or if "H-E-R-T" turn up he only scores 5 Points: that is, the player **CAN ONLY COUNT THE LETTERS AS THEY APPEAR IN ORDER IN THE WORD.**

Any number of points can constitute the game, —100, 200 or more, as may be agreed upon among the players.

When the number of players is four or any even number above that, two or more may play as partners, in which case, the scores of partners are combined toward the total for the game.