

# RULES FOR PLAYING THE GAME OF **A, B, C.**

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A simple game in which the cards are played in two piles upon the table. The alphabet is built down from *A* on one pile, or built up from *Z* on the other pile, by the players. The first player running out of cards wins.

Three, four or five persons can play.

Shuffle the pack and deal the cards equally to all the players. Sit in a circle around the table.

Each player examines the cards that are dealt to him.

The player who has the letter *A* starts the game by playing letter *A* upon the table face up.

It is THEN THE TURN OF THE PLAYER AT HIS LEFT, and if he has a letter *B*, he will play it on top of the *A*.

The play passes in turn in this manner.

If the second player does not have the letter *B* but has the letter *Z*, he may play that letter to start a separate pile.

The next player may then play a *B* if he has it, or he may play a *Y* upon the *Z*.

If a player cannot play upon either pile, he loses his turn.

On one pile it will be seen that the alphabet is built down from *A*, and in the other pile the alphabet is built up from *Z*.

The first player running out of cards  
**WINS THE GAME.**