

THE FLAG GAME.

REVISED DIRECTIONS FOR PLAYING.

THE GAME consists of sixty cards and seventy-six tickets. (Sixty tickets bear names of the flags. Eleven are "stars and stripes" tickets. Four are "pirate flag" tickets, and one is the "flag of truce" ticket.) Any number of persons can play; but the game is most interesting when from four to six players take part in it. The players must be seated around a table. The dealer must distribute the cards equally among the players. The tickets must be well shuffled and placed face down, in the box, and the box placed in the centre of the table. Then the player to the left of the dealer must draw a ticket and read aloud the name thereon. The

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box. Whoever in the course of the game draws the "flag of truce" ticket is entitled to all the cards left in the centre of the table at the close of the game. The person having the most cards when all the tickets have been drawn, wins the game. If toward the close of the game any of the players get out of cards, they may continue to draw tickets when their turns come, just the same as before. It is not necessary that the players keep their cards in their hands. Each may spread "his hand" on the table before him, if he chooses, as it does not matter if the players see each other's cards. The tickets when once drawn, MUST NOT BE PUT BACK INTO THE BOX until the close of the game, (excepting, of course, in the cases before mentioned.)

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person having the flag named, must place it in the centre of the table. Then the next person must draw a ticket and read aloud the name, and the one who has the flag must place it with the other in the centre of the table, and the next one draws, and so on. Whoever draws a "stars and stripes" ticket takes the pile of cards in the middle of the table, (but he must not mix them with his other cards); then the next person must draw from the box and proceed as at first. Any person who draws a "pirate flag" ticket loses the pile of cards he has captured with the "stars and stripes" tickets, and must place them in the centre of the table again, to be taken by the next person who is so fortunate as to draw a "stars and stripes" ticket. Anyone who draws a "stars and stripes" ticket when there are no cards on the table to capture, must put back the ticket into the box. And anyone who draws a "pirate" ticket when he has no cards to lose, must put back that ticket into the

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RULES

—FOR A—

FLAG GAME PARTY.

The number of children to be invited to participate should depend upon the number of tables or sets desired. Six players should sit at each table. Each table should have a complete Game. The positions of the players should be decided upon beforehand, and the players should not change tables during the games.

Each table should have an attendant, to instruct those who do not understand the game, and to settle disputed points.

Some young lady and gentlemen friends, should be invited to act as attendants, and one should be chosen as manager of ceremonies.

When the children have all assembled, the Party should be begun by all gathering around the piano and singing "Flag of the Free," or some other appropriate selection. Then they should be shown their respective places at the tables.

If the party is held in a hall or church-vestry; it would be very pretty if the children should march in, two by two, singing, and each bearing a flag or standard. The attendant should come in first, followed by the six for the first table; then a second attendant followed by the six for the second table, and so on.

Settees should be arranged around the walls for the spectators.

After all are seated, the manager of ceremonies should call attention, and in a few well chosen words state the object of the entertainment, and then produce the prizes which are to be given to the winners.

There should be a prize for each table, to be

famous banner of old, or an historical incident in which a flag or standard bore a prominent part.

Three more games should then be played, which should complete the series, and at the close of the sixth, the prizes should be awarded.

A careful account of the number of flags captured each time, should be kept by the attendants, so that if at the close two or more have won the same number of games, the one having won the greatest number of flags in all, would be entitled to the first prize.

After the prizes have been distributed, if a treat is to be given the children, they should march from the tables to the dining-room escorted by their attendants.

The children may sing as they march, or not, as is preferred.

After supper the children should have a good time generally.

While the children are enjoying their treat

given the one winning the most games, besides first and second prizes to be given the two winning the most games of the whole number.

Then the first game should be played.

Each attendant should have a card with his name and the number of his table written thereon.

As soon as a game is completed at a table, the attendant should write the name of the winner upon his card with the number of flags won.

He should then carry the card to the manager of ceremonies. When all the attendants have handed in their cards, the manager of ceremonies should read the result and then hand back the cards, and the second game should be played. At the close, the manager should again announce the result. Then the third game should be played, and announced.

Then somebody who has been engaged beforehand, should make a *brief* address to the children, telling them some pretty story about some

some of the "children of a larger growth," may try a game or two, just for the fun of the thing—if they choose.

The Games used may be presented to the attendants, or if the Party is held in a vestry or hall, and money is desired, they may be auctioned off.

It is advised that the prizes be inexpensive—simply souvenirs of the occasion.

The room may be adorned with flags and banners, if desired. Such decorations would be beautiful and appropriate.

These rules are not absolute. They may be varied according to the fancies of the person getting up the Party.