

THE  
ANTIQUE PASSWORD



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SALTEN, MASS.

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THE  
**PICTURE PASSWORD;**  
An Original and Interesting Amusement with  
**SCRIPTURE CARDS.**

SALEM.

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1863

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**EXPLANATION.**

Amusements with picture cards have become very popular. The object of the present series is to introduce a religious element into this species of parlor entertainment, and thus make it subservient to religious improvement. (Why should the two be divorced?) For this purpose every card contains a passage of scripture, which without any effort, becomes impressed upon the mind during the progress of the game.

**DIRECTIONS.** The cards have different values. Each of those with an open Bible counts ten; with a lady and anchor, five; with a temple on a rock, three with a hand and scales, two; each of the others, one.

The word at the top of each card is the **PASS-WORD.** Play from left to right.

1. Distribute the cards equally among the parties. Any of the party may begin the game

by laying a card upon the table and repeating the pass-word upon it.

2. The person at his right hand must then look over his own cards, and if either of them has a passage of scripture containing the pass-word, he must read it, lay it on the table, take the other card and lay it aside. The word on the top of the successful card becomes the pass-word for the next to match.

3. But if he cannot take the card, he must lay down one as a forfeit.

4. The next person must then try if he can take the card **FIRST LAID DOWN**, by reading a passage from one of his own containing the pass-word; if he cannot, he also must forfeit one—and so on with the rest of the party. He who can match the pass-word on the first card takes it, and all the forfeits.

5. If none of the party can take it, then he to whom it belonged takes it, with all the forfeits, but his right hand man must lay down a new card to continue the game.

6. When but two are playing, they should lay down a card with a new pass-word **ALTERNATELY**—i. e. one of the party should not lay down a card for the other to match twice in succession. When he has laid down a card, whether he gains or loses by it, it becomes the other's turn to lay down the next new one.

7. At the end of the game, he whose cards count the most, keeping in mind their different values, has won. The cards remaining in the hand of any one of the players at the end of the game, as it is the result of good fortune or skill must be counted with his others.

D. B. BROOKS & BRO.

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