

all know that No. 3 holds no R. Should No. 4 fail to have the lacking A or Y, he throws away on it, and the word is broken, counting for nobody. The governing rule is always to form one of the four words, if possible, and if this cannot be done, to throw away on it.

When three play and No. 3 deals—No. 1 leads, followed by No. 2 and No. 3, when No. 1 plays again. Next, No. 2 leads, followed by Nos. 3 and 1, No. 2 playing again, and so on around in rotation, each one leading and playing last, in turn. Each player has 8 cards instead of 7, as in the 4 handed game.

When 5 play, the deal, as usual, passes to the left after each hand. The dealer drops out each time, and acts as distributor of pennants and flags. The game goes on as when four play, except there are no partners, each one playing for himself. The largest score at the end of five hands wins; that is, when the deal has made a complete circuit. The count is always made by adding the total respective counts of all war pennants and diplomacy flags won by each side or player.



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# RULES

FOR PLAYING THE GAME OF

## War and Diplomacy

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## RULES FOR PLAYING.

There are 32 cards; divided into groups of four, the letters spelling one of the four words, "Army" or "Navy,"—"Many" or "Vary." The vowels A and Y, which are common to all four words are not marked. The consonants M and V, which occur last in the "war words" Army and Navy are marked "Officer" and with a star, while the consonants N and R, which occur last in the "peace words" Many and Vary, are marked "Official."

In playing (as will be shown later on) whenever one of the above noted four words is formed, the trick is won by that player playing the consonant occurring last in the word. There are 17 "war pennants" counting 3 and 16 "truce or diplomacy flags" counting 2 each. "Diplomacy Flags" are won by "peace words," and pennants by "war words."

The game is best suited to four players, the alternate ones being partners. The deal passes to the left after each hand.

The dealer is first selected—who shuffles and deals the cards one at a time until each player has seven (7) cards; the remainder being laid aside during that hand.

It is always necessary to form a word, if possible, but it is not necessary to play the letters of that word consecutively; thus, Army may be played Mray, or otherwise, Let us say that No. 1 (being on the left of the dealer) begins with M. No. 2 on his left can now play any letter except V, (which occurs in none of the four words with M). Let us say he plays a N, thus assuring the "peace word" Many; then, if Nos. 3 and 4, respectively, play A and Y, this word is formed, and the trick goes to No. 2, who played the N, or last occurring consonant in Many, and this gives No. 2 the lead. This also entitles that side to a "diplomacy flag," counting 2. If No. 2 holds no N, he

will play an A or Y, rather than an R—as R would assure the word Army, which, if completed, would give the trick to No. 1, who played the M, and give that side a pennant, counting 3. If No. 3 or 4 should be unable to supply the lacking letter, the word is said to be broken, and the trick is lost, counting for nobody. In this case, the player breaking the word, and those following him, "throw away" on it any cards they choose. The lead then goes again to the player who has just led.

Before beginning any game the pennants and flags are laid in two piles in the centre of the table; whenever a flag or pennant is won it is taken by that side winning it; and when either pile is exhausted, the game ends, and that side wins having the largest score. A hand must always be played out, even when one pile of counters is exhausted during its progress. In this case, the final count is kept with the tricks.

A study of the four words will show that the "officers" M and V always win in the war words Army and Navy, and the "officials" N and R always win the peace or diplomacy words Many and Vary. It is also seen that judgment and skill are required in leading and playing, and in remembering the plays of others, etc.

EXAMPLE:—No. 1 plays an M, hoping to form the word Army, and thereby win. No. 2 will naturally play an N, if he holds it, to change the word to Many and assure it for his side, if not broken. If, however, he has no N, he will not play an R, as that will assure Army for No. 1. He will, therefore, play an A or Y, and No. 1 knows at once that he has no N. No. 3, if he holds N and R, will now play the R to assure the word Army for his side, which, if not broken, will give them a war pennant, counting 3. Failing to have an R, he will then play an N, and assume the word Many, which if not broken, gives his side a diplomacy flag, counting 2. Should such plays occur,