

RULES FOR PLAYING

THE GAME OF

BIRDS

(No. 1127.)

The Cincinnati Game Co.
CINCINNATI, U. S. A.

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One day the inhabitants of the tree-tops were thrown into a state of excitement by the arrival in their midst of three distinguished foreigners—a King Parrot, a Rose Cockatoo and a Blue Mountain Lory. Society in Birdville received these Australian visitors with open arms, but they manifested their haughtiness by refusing to associate with any of the native birds whose plumage was not, at least, nearly as bright as their own. All the sombre-colored birds were snubbed by King Parrot and his bright-colored associates, who soon formed around them an exclusive circle of brilliant-feathered beauties.

The rest of the birds became indignant at the airs assumed by the bright-colored brethren, and this indignation grew until one day Mr. Crow and Mr. Sparrow Hawk, who had talked matters over, called a number of the larger birds together to form a defensive alliance, and by force of strength to bring the haughty birds to terms. Mr. Eagle, being the most powerful, was elected as leader of this revengeful band, and

under him were grouped the members of the hawk and owl families, together with other birds of their kind.

A number of the smaller birds, among them Mr. Robin Redbreast, Mr. Mocking Bird and dainty little Jennie Wren, saw the assemblage of Mr. Eagle and his birds of prey, and immediately called around them all the little songsters from the meadow and the forest. "Surely," said Mr. Robin, "this alliance of the Eagles, the Hawks, the Owls, and their kindred, means death and destruction to us all. Let us, at least, stand together and defend ourselves as best we can." The matter was put to vote and carried, and the pugnacious little English Sparrow, who was generally feared and hated by his brethren, was, on account of his well-known fighting qualities, made their leader.

Meanwhile another association was forming in the marshes. A handsome bronze Wild Turkey and a Wood Duck were discussing the organizations among the other birds. Said Mr. Duck: "We do not wish to associate with the brilliant birds of the tree-tops; we do not fear the birds of prey; yet there is one thing we do both fear and dread, and that is the Sportsman. Since it is fashionable to organize, let us band together, and perhaps, by a show of strength, we can overawe the hunters. Thus it came about, and all the birds who had learned to hide when a gun was heard, joined the band.

So the war of the birds begins. How it will end, and who will be victors, only time can tell.

THE GAME.

Mr. Eagle and his friends are represented by Series A, from No. 1 to No. 13. As they are the most powerful birds, so is this series of cards the most powerful. A card of Series A, no matter how low in number it is, will take a card of any other series, no matter how high in number the latter is. King Parrot and his friends are represented by Series B; the Game birds by Series C, and the small birds by Series D. The No. 13 card of each series is the highest, No. 12 next, and so on, down to No. 1.

Any number can play. Deal all the cards out equally among the players. (If necessary, discard enough of the No. 1 cards to make them divide equally.)

The player to the dealer's left leads any card he chooses. Each player, to the left, plays on it in turn, playing a card of the series led if he has it; if not, a card of the Eagle Series (A), to take the "play," or an unimportant card of any other series.

The highest card of the series led takes the play, unless a Series A card or cards are played, in which case the highest Series A card takes it. The winner of each play then leads for the next play, and so on until all the cards are played.

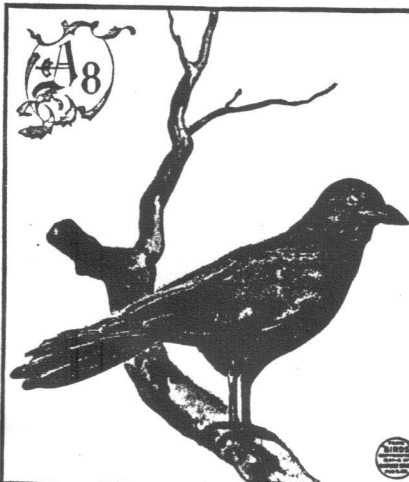
Each play taken in counts one point, and fifteen points are game. The cards of each play should be kept separate as they are taken in, so the number of plays taken in can be readily counted after the cards are all played.

In case two persons only are playing, thirteen cards are dealt to each and the balance of them placed on the table, face down. The winner of each play, followed by the other player, then draws one card from the pack before leading for the next play. After the pack is exhausted they play out of their hands.

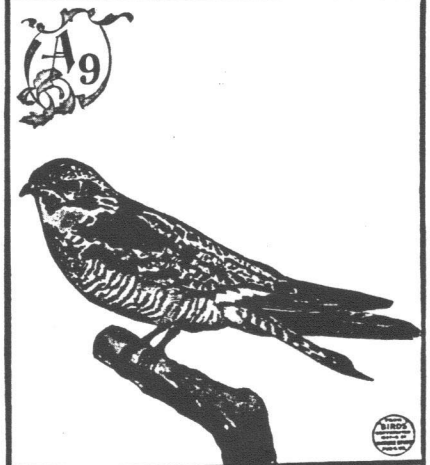
If an even number are playing, they may play as partners—partners and opponents being seated alternately. Partners combine their winnings and count together.

In the above game, the printed panels at the bottom of the cards are not used. By using them, the rules for the well-known game of Authors may be applied to these cards. A "book" consists of the four Numbers 1; thus, 1-A, 1-B, 1-C and 1-D, or the four Numbers 2, etc. The names of these four cards are printed in the end panel of each.

Deal five cards to each player, and lay the pack on the table, face up. Each player, beginning at the dealer's left, calls from any of the other players, by the name of the card wanted, for a card to complete, or help complete a book, part of which he holds. If held by the player called upon, it must be given him, and he calls again as before. If he fails to secure it, he takes one card from the pack, and the call passes to the left. The player securing the most books wins the game. If all the cards are exhausted from a player's hand, he draws one from the pack. If the pack is exhausted, the players call from each other's hands only.



Crow.
BLUE BIRD.
MALLARD DUCK.
BOBOLINK



Night Hawk.
EVENING GROSBEEK.
RUFFED GROUSE.
BROWN THRUSH.

Cincinnati Game Co.

DIRECTIONS FOR PLAY.

Game of "Flags." (No. 1111.)

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Each four cards having the same index letter, as the four "A's," constitute a book. The winner of the game is the player having the most books at the end of the play.

Deal five cards to each player and lay the surplus pack, face downward, in the center of the table.

The player at the left of the dealer then begins the play by calling from any other player (by letter and the name of the country whose flag is desired) for a card needed to help complete a book, part of which he holds in his hand. If this card is held by the player called upon, he must surrender it to the caller, who calls again as before. When the caller fails to get card he calls for, he draws one card from the top of the pack, and the call passes to the left.

As soon as a player gets a complete book he lays it on the table, face up.

Any player having three cards of a book in his hand and holding or drawing the Crown card may "secure" such book—that is, he can lay the three cards and the Crown card on the table the same as if it were a completed book, and these cards can not be thereafter called from him. Any player holding or drawing the fourth card of that book must immediately give it to the holder of the Crown card, who completes his book with it and takes the Crown card into his hand to be used as before.

The Crown card can not be called from a player if the surplus pack is exhausted the players complete the play by calling from each others' hands only.

In case all the cards are exhausted from a player's hand he is entitled to draw two cards from the pack.

Children from six to ten years of age, who can not read the names of the cards, can play the game by calling for the numeral and letter of the alphabet on each card (thus, A1, A2, etc.) and omitting the Crown card.

7/97 from Bill Trent