

CINCINNATI
GAME CO.

(AGCA has
original)

RULES FOR PLAYING
THE GAME

The Mayflower

(No. 1121.)

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THE FIRESIDE GAME COMPANY,
THE CINCINNATI GAME CO., Successors,
CINCINNATI, U. S. A.

RULES FOR PLAYING THE GAME OF AGCA
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The 52 cards comprising the game are, for convenience, divided into four series—A, B, C and D—and each series is numbered from 1 up to 13.

The names which are printed on the end panels of the cards are used only to play the game by the "Authors" rules, which are described hereafter.

The game can be played by any number. Before beginning to play a score-keeper should be selected, who will charge the players with all penalties incurred and credit them with all points made.

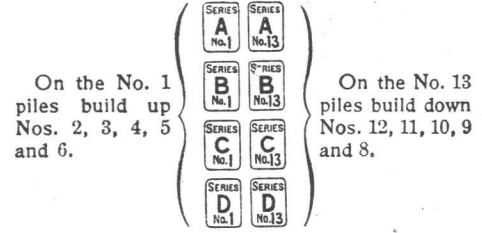
Deal the cards out around toward the left until they have all been dealt out.

The object of the game is to get rid of all cards held. The player at the dealer's left begins the play by laying on the table either a No. 1 or No. 13 card of any series. If he can not play a No. 1 or No. 13 card, he incurs a penalty of one point, which is immediately charged against him by the score-keeper. The next player, if the first one has played a No. 1 or No. 13 card of any series, may play a No. 2 on top of the No. 1 card (of the same series), or a No. 12 on top of the No. 13. Or, if he desire.

he may play another No. 1 or No. 13. The play thus continues around toward the left, No. 3 of each series being played on No. 2, No. 4 on No. 3, and so on up until the No. 6 has been played, and No. 11 being played on No. 12, No. 10 on No. 11, and so on down until the No. 8 has been played. Each player has the privilege, when his turn comes, of building on a pile already started, or of starting a new pile with a No. 1 or No. 13. No. 7 can not be played until after both the No. 6 and No. 8, when it may be played, laying it across the Nos. 6 and 8, and completing the series.

Whenever a player can not play a card in his proper turn, a penalty of one point is scored against him.

In playing the Nos. 1 and 13, those of the same series must be placed side by side, and they should be so placed that Series A will be at the top, Series B next, Series C next, and Series D at the bottom, thus:



Play the No. 7's across the Nos. 6 and 8 after all the other cards of the series have been played.

In building, cards of one series can not be built on cards of another series. Thus, Series A cards can only be built on the No. 1 and No. 13 piles of Series A, so that when any two piles are complete by the No. 7 being laid across them, they will contain 13 cards of the same series.

The player who first succeeds in playing all the cards from his hand is credited with one point for each card held unplayed by each of the other players.

When a player plays the last card from his hand no more cards can be played, but all cards held at that time must be counted, and one point for each card credited to the player who has played the last card.

In case a player incurs a penalty and has no points to his credit to subtract such penalty from, he is considered "behind" the amount of such penalty or penalties, which amount must be subtracted from the first points he makes.

The game consists of 15 or 25 points, at the discretion of the players.

In case a player claims he can not play, and it is afterwards found that he could have done so, he is charged with four points in addition to the penalty which has already been charged against him when he failed to play.

NOTE.—In case only two play, the cards should be dealt the same as if three were playing, the third or extra hand being laid on the table. Then each time a player can not play, he draws a card from this extra hand. If he draws a card he can play, he is privileged to play it; if not, the one point penalty is charged against him.

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