

DIRECTIONS FOR PLAY.
No. 1124. New Testament Game

(ILLUSTRATED.)

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The cards, beginning with A1 and continuing through the game, give a brief synopsis of the life of our Savior, in illustrated form, so as to be easily understood and remembered by even young children. They are of great assistance in New Testament study.

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 number and the name of the card as given underneath the illustration) 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 read aloud the quotation at bottom of card and then surrender it to the caller, who calls again as before. If desired, the caller may be required, after the quotation has been read, to tell what book it is from before the card is surrendered to him. If he cannot do so, he does not receive the card. When the caller fails to get the card he calls for, he draws one card from the top of the pack, and the call passes to the left.

If the surplus pack is exhausted the players complete the play by calling from each other's 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.)

Card back for above game

