

SCORING

At the end of the game all players take their books and calculate their score on the basis of the chart below:

<i>City</i>	<i>Scoring Points</i>	<i>Population</i>
New York.....	12.....	6,930,446
Chicago.....	11.....	3,376,438
Philadelphia.....	10.....	1,950,961
Detroit.....	9.....	1,568,662
Los Angeles.....	8.....	1,238,048
Cleveland.....	7.....	900,429
St. Louis.....	6.....	821,960
Baltimore.....	5.....	804,874
Boston.....	4.....	781,188
Pittsburgh.....	3.....	669,817
Milwaukee.....	2.....	578,249
Washington.....	1.....	486,869

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Game of CITIES

AN

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GAME

**E. E. FAIRCHILD
CORPORATION
ROCHESTER, NEW YORK**

DIRECTIONS

In this game there are twelve different cities represented. For each city there are three cards or a "book." Each card in the "book" carries the same illustration which may be used as a method of matching. On each card is a part of the name of the city. All three cards of any one book will spell out completely the name of the city.

The object of the game is to obtain as high a score as possible by securing as many books as possible. The scoring is based upon the population of the various cities; i.e. New York, the largest city counts 12 points, whereas, Washington, the smallest city counts one point. A player may be declared winner when he secures the largest number of points in any hand or when he secures a total number of points previously agreed upon.

HOW TO PLAY THE GAME OF CITIES

1. To determine the dealer the pack is placed face down on the table. Each player draws a card. The player whose card carries the highest number in the upper left hand corner is declared dealer.

2. The dealer deals three cards, one at a time, face up to each player. The cards remaining in the pack are placed face down in the center of the board.

3. The dealer plays first. He should look over all hands on the board to determine whether or not a book may be made up from the cards showing.

Cards may be used from the player's own hand or his opponent's in order to make up a book.

4. If the dealer can make up a book he selects the proper cards and places them in book form in front of him. He has then completed his turn and the play passes to the player on his left.

5. If the dealer cannot make up a book he draws one card from the top of the pack and tries to make up a book. If he is successful he places the book in front of him, the play going to the player on the left. If he is unsuccessful in making up a book the card drawn is discarded face up on the board, the play passing to the left.

6. The player at the left then draws a card from the pack and attempts to make up a book. In addition to using cards from any player's hand a player may also use any cards from the discard. Thus the play continues until all books are matched by some player.

7. The following general rules apply:

A. A player may get only one book in each turn.

B. After the three original cards a player does not replace any cards which may be drawn from his hand.

C. If a player discards the third card of any city, not realizing that it was possible to make a book, any other player may call the name of the city and pick up the book without interfering with his turn.