

THE

GAME OF AUTHORS.

DIRECTIONS.

1. This game should be played by from three to six players.
2. The pack is divided into ten books of three cards each.
3. The cards should be shuffled, and an equal share dealt, one card at a time, to each player, after which each player should arrange cards of the same book together in his hands. The letters at the top of the cards will assist the player in arranging.
4. The *object* of a player, holding one or more cards of a book, is to obtain the remaining cards of that book, as the player, who can, during the game, lay aside the greatest number of complete books, wins.
5. The name or character represented by a card is the name prominently lettered at the top. In calling, use one of the two names at the bottom, the names of the other two cards of the book.
6. The player at the left of the dealer begins by calling for a card from any other player that will help him complete a book, any portion of which he holds. The player called upon gives up the card called for, if he has it. If the player calling obtains the card asked for of the person asked, he puts it in his own pack, with his other cards of the same book and continues calling for other cards from any of the players. The player calling loses his turn when he demands a card of a player who does not hold it; it then becomes the turn of his left hand neighbor to call, and so on in turn.
7. When a player obtains a complete book he lays it aside to be counted at the end of the game.
8. When a player calls for a card which he already has, he forfeits it to the player from whom he calls it.
9. When the cards have all been formed into books the game ends, and the player having the most books *is the winner of the game.*

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