

4. After one player has used his piece of money, it becomes the turn of the person on his left to play in the same manner. Any player who so chooses, may, when his turn comes, pay an additional amount on any grocery or groceries on which a portion of the price has been paid, and *take it* if the amount he pays makes up the whole price; (but after two or more groceries have been put together, and money paid on account toward them, they cannot afterward be separated, but any additional pieces of money must go toward payment of the *tot*.)

5. Of course it is not for the advantage of any player to pay on account if he can help it, as another player may finally obtain the article after all. It is not necessary for a player to continue to pay on an article he has paid part; but, instead, he may buy or pay part of the price of any other article on the table.

6. At the end of the game, when all the groceries have been purchased, the player who has succeeded in obtaining the **GREATEST NUMBER** of various groceries **WINS THE GAME**.

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**Do not fail to Buy and Play CHIVALRY.
It is by far the best game invented.**

== DIRECTIONS ==

FOR THE GAME OF

CORNER GROCERY.



PUBLISHED BY PARKER BROS., SALEM, MASS.

DIRECTIONS

FOR THE GAME OF

CORNER GROCERY.

FOR ANY NUMBER OF PLAYERS.

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There are in this game thirty-eight cards marked with the names of articles usually sold in grocery stores, and one hundred and twelve pieces of money to be used in purchasing, the amount of which exactly equals the total value of the groceries. Should a card representing a grocery or a piece of money be lost, it is well to replace it with a written card of equal value, for the amount of money should always equal the total value of the groceries.

Buy the New Board Game, CHIVALRY.

1. In the beginning, the cards representing money must be equally divided among all the players and are to be kept *face down* until used. Then the dealer lays out five GROCERY CARDS on the table, and the player at the left of the dealer begins the game. He takes up one of the pieces of money in his pile *without looking at it until he has it in his hand*, and if it proves to be the exact price of one of the five groceries laid out, he buys it, that is, he takes it, and puts his piece of money in the GROCER'S SAFE, represented by the box. He may buy two or more groceries, provided the sum of their prices amounts to the exact value of his piece of money.

2. If, however, his money does not represent the exact price of any grocery, he may pay so much *on account* toward one of them, if his money be of less value than the article. Or if his piece of money be LARGER than any one of the groceries, he can call upon the dealer to put down more grocery cards; or he may put two or more groceries together and pay on account towards the lot. Then when his turn comes round again, he may complete his purchase with his next piece of money, or pay more on account. When paying on account, *the money should be placed near the article or articles to be purchased*, so as to be able to tell at any time just how much has been paid, but when the entire price has been laid down, the grocery card is taken by the purchaser and the money must be put in the Safe.

3. At least FIVE GROCERY CARDS should always be spread out upon the table. As soon as one GROCERY CARD is purchased and taken away, another must be laid down by the dealer.

LOOK ON THE BOTTOM OF BOX.