

DIRECTIONS.

These cards comprise a brief history of the English monarchs, from the Conquest to the present time, with an engraved figure of each. At the top are found—the number of the reign, from 1 to 36—the name of the monarch—the family name and number—the date on the left, and the length of the reign on the right. At the bottom, prominent events, distinguished men, and enigmatical lines, alluding to some event in the reign. All these form subjects for questions in playing the game.

Let the cards be shuffled and distributed. Let the leader call for any card not in his own hand. If the person on whom he calls has the card, he may ask one, two, three, or more questions, as the party shall agree when they begin. If these questions are answered correctly, the person who called for the card is entitled to it, and also to the privilege of calling for another, and so on, till he fails to answer correctly, or calls for one not in hand. And so, through the circle, till all the cards are called out from some one of the hands. The person then holding the largest number is victor, or king. When the company is competent, other questions than those on the cards may be asked.

Entered, according to Act of Congress, in the year 1844, by Josiah Adams, in the Clerk's Office of the District Court of the United States for the Southern District of New-York.

Josiah Adams

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