

[PATENT APPLIED FOR.]

# GAME OF THE UNIVERSE.

## EXPLANATION OF ORDERS, NAMES, ETC.

ORDERS.—There are two Orders: *first*, the Planets with their Satellites or Moons. This Order is controlled by the Eclipse of the Sun and Sun, they being the two cards of highest value in the Planetary Order. *Second*, the Constellation Order or the Order of Stars, is controlled by the Eclipse of the Moon and Moon, they being the two of highest value in the Constellation Order. *Any* card of the Constellation Order is controlled by any card of the Planet Order.

Below we give in full the number of cards, with their names and value arranged in their orders from high to low:

## NAMES OF THE ORDERS.

| Value. | PLANET ORDER.  | CONSTELLATION ORDER.  |
|--------|--|-----------------------|
|        | Comet.   | Value.                |
|        | Eclipse of the Sun,  | Eclipse of the Moon.  |
| 10     | Sun,   | 10 Moon,              |
| 9      | Jupiter, 4,  | 9 Orion,              |
| 8      | Saturn, 7,   | 8 Virgo,              |
| 7      | Neptune, 1,  | 7 Aquilla,            |
| 6      | Uranus, 6,   | 6 Leo,                |
| 5      | Earth, 1,  | 5 Draco,              |
| 4      | Venus,   | 4 Cetus,              |
| 3      | Mars,  | 3 Dipper, (Major)     |
| 2      | Mercury,   | 2 Dipper, (Minor)     |
| 1      | Moon,  | 1 Milky-Way,          |
| 0      | Vulcan,  | 3 Sirius,             |
|        | The Planets are illustrated in their relative size to each other, and in the order arranged above. The figures at the right of Planets indicate the number of Moons or Satellites belonging to the Planet, their value being in the count of the Game. | 2 Polar,              |
|        |  | 1 Delta,              |
|        |  | Space, (three cards.) |

## NAMES OF PLAYERS.

LADIES.

Venus.

Mercury.

GENTLEMEN.

Vulcan.

Mars.

## INTRODUCTORY.

IT is with great pleasure and satisfaction that the author has the privilege to present to the general public the new GAME OF THE UNIVERSE. It has been his endeavor to produce a system of useful and practical study, in the astronomical and mathematical sciences, as well as a means for the unalloyed entertainment and pleasure of the family and social circle. He has endeavored to create a new influence for the home, and greater aspirations in the youth for higher attainment in knowledge and thought of a subject of a depth we cannot sound. The Creator has placed before our eyes, visions of wondrous beauty and interest in which we all should consider with deference to the few in our land who are so ardently engaged in the study of the whole Universe, for by them are we shown new developments beyond which the unskilled and unaided eye cannot reach.

The Game includes all created bodies of material nature, from the Sun, the great ruler and centre of all things, to the innumerable stars which float in silvery clouds above us, (*Vn Lactea*.) the Constellations being represented by animal life, from man to reptile, the stars being in their position as classified in our charts and descriptive works on Astronomy, the whole forming a simple method of becoming acquainted with the entire systems of being, and rendering to the thoughtful, hours of pleasure and profit.

The GAME OF THE UNIVERSE cannot fail to excite interest in all of culture and good judgment, for its merits are worthy commendation, both in its instructing and entertaining qualities, and especially parents who look to the profitable and happy welfare of their home, will at once allow this means of enjoyment a place at the fireside and centre-table. It will be gratifying to know that while we can all, old and young, engage our pastime in amusement of a pure and innocent character, we can receive information of a nature that should command the deepest interest.

Trusting it will meet with a sincere approval by every one who will examine the Game, it will be launched forth to claim its own merits and success.

## TO THE PLAYER.

A few words would perhaps be in place in reference to the general construction of this Game. The Game is arranged in the order and importance that it can relatively be in, as the Sun to the Planets and the Planets to the Constellations. The Planets have been subjects of observation to a much greater extent than the numberless stars, and we are able to know in a great degree their composition and measurements. Although particulars have not been stated, the prominent features are given to you, which will no doubt enlist your interest for further attention and study. The subject is a vast one, and its detail unlimited. There are many valuable works of Astronomy which can be obtained with little trouble, and will afford the reader great satisfaction and pleasure; Chamber's, Guillemin's, and Proctor's are among the most recent published, and will be found excellent works to refer to when occasion requires.

The player should first of all understand the order and value of the cards in the Game, and you will readily acquire the mode of playing by rule. The Game, in the hands of the practiced player, is one of considerable skill, and to make it so, requires careful attention. There is speculative points in this as well as all other games, but the player with some experience will observe and be governed by general methods in playing which will favor him to more than usual success.

## RULES FOR PLAYING.

1. **TO OBSERVE.**—This is done by the gentlemen, (if ladies are playing,) Vulcan and Mars; it is to draw cards, the one drawing the highest having his choice of Venus or Mercury for partners, and also passes or deals the cards, the first play being made by the player to the right of passer.

2. **TO PASS** is to give respectively to each player four cards, commencing at the right, each player passing in rotation after all the cards have been played.

3. **A CIRCUIT.**—A circuit is one play or round of playing, the circuits being repeated after each player has taken in his turn, (the one controlling or taking the cards on previous play drawing the first card,) a card from off the top of the cards not in hand, this being repeated until all the cards are taken up and played, when each player will add up the numbers on the cards taken by them. [See Rule 8 for counting.]

4. **TO ECLIPSE.**—The Eclipse cards have no count, but their value is in controlling the Sun or Moon should they be played first, *i. e.* if the Sun is played first, the players following can play, should they have it, the Eclipse of the Sun and *Eclipse* or control all the cards played. The same method in playing is used with the Moon and Eclipse of the Moon. [See explanation of Orders.]

5. **TO ATTRACT.**—The one playing or leading the first card, attracts, *i. e.* demands the following players to play a card of the same order that he has played. If a player should not hold one of the order attracted, he must "throw off" or play a card of the other order. If a Planet card is attracted, and a player has none to play, he must play and loose a Constellation card, because there is no card in the Constellation order that will control a Planet card. But, should a Constellation card be played, and the following player should have none, he will play a Planet card and control the cards played, *provided* no other player should be forced to play a Planet card of higher value. The player at the right of passer shall be the first to play or attract. The player controlling the cards, shall draw and play first on the next circuit.

6. **OWN CARD.**—To hold an "Own Card" is as follows: Should the player Venus hold the Planet Venus card, it is of value next to the Sun and Eclipse of Sun, and will control any cards but these, *provided* that Mercury's, Mars' or Vulcan's "Own Cards" are not played;

*in case two or more "Own Cards" are played, in one circuit, the "Own Card of highest value will control.*

7. **VALUE.**—The value of the cards is determined by the top left end figure. The left side figure on Planet cards indicate the number of Moons or Satellites, belonging to each Planet, their value being in their count at the end of each play of all the cards.

8. **TO COUNT.**—At the end of each playing of all the cards, the players will count or add together the top and left side figures on the cards taken by each of them, and the full count of each player will be given to their credit by the game-keeper, the amounts at end of each play to be summed up at the end of the game.

9. **SPACE CARDS.**—There are three of these, and are the lowest of all the cards. They have no value.

10. **COMET CARD.**—This Card if used in playing, is chief of all the cards, and controls Eclipses, Sun, Moon and Own Cards. If this card is played first, any card of either order may be played; it cannot be attracted by any card of either order, and is independent of itself.

11. **ODD CARDS.**—When four persons play, two Space cards must be thrown out of the game.

12. **TO CONSTELLATE.**—When two or three persons are playing, should there be two or three Space Cards played in one round or circuit, they become Constellated, and must remain till taken by next play.

13. **GAME.**—The game with two, or four players should consist of eight passes or deals, or four and two passes for each player. For a game of six persons, one pass each.

14. **FORFEIT.** Any player neglecting to draw his card from those not in hand, after he has taken the cards of the previous play, forfeits the cards taken and are thrown out of use till next pass.

#### TECHNICAL TERMS.

**OBSERVE.**—To draw cards for choice of partners and first pass of cards.

**PASSER.**—One who passes or deals the cards.

**PASS.**—To give to each player their respective number of cards at commencement of play.

**ATTRACTOR.**—The one playing first card, at the right of the passer or dealer.

**ATTRACT.**—The player having the first play or lead, attracts or demands of the player following a card of the same order played.

**CONTROL.**—The player playing the card of highest value at each circuit or round, controls and takes all the cards played.

**CIRCUIT.**—Is one round of playing.

**THROW OFF.**—If a player cannot play a card of the order attracted, he plays and throws off one of the other order.