

THE GAME

OF THE

GIPSEY FORTUNE TELLER.

DIRECTIONS.

One person represents the Fortune Teller, holding all the Cards with pictures. The other cards are dealt among the company, who in regular order consult the Fortune Teller. The cards should be well shuffled before commencing. After all have asked questions, let some other person be the Fortune Teller. Have the cards well shuffled, and again divided.

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THE GAME OF THE SCHOOL IN AN UPROAR.

DIRECTIONS

Shuffle the cards well. Deal them to the players back up. The player on the right of the dealer commences the game by playing the last card he received, which is taken by the next on his right, if he turns a card of more value. If you take a card, place it under your pack in readiness to play again when you get to it. When the rod is laid on the table by any player in the regular course of the game, each player has a right to demand of any other player an exchange of one card; for instance, A, B, C, and D are playing. A lays down the rod; immediately C calls on B for "the Schoolmaster," or any other card he chooses. If B has it, he is obliged to give it to C for any card he chooses to give him. If B has not the card, then C is obliged to give B any card he demands in exchange for one of his. By this arrangement a smart player can much improve a bad hand. The game is continued in this manner until all the cards are in the hands of one player, who thus becomes the monarch of the school, and wins the game.

VALUE OF THE CARDS.

The School-Room takes all the rest.	Desk takes Rods, Scholars, Credits, and Checks.
The School Committee takes all but the School-Room.	Rods take Scholars, Credits, and Checks.
Master Bates takes Desk, Rod, Scholars, Credits and Checks.	Credit takes Checks.
Scholars take Credits and Checks.	

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THE GAME OF YANKEE LAND.

DIRECTIONS.

There are 32 cards in this game, which may be played by any number of persons. One is chosen as treasurer, who takes possession of the box, cards, and counters. The box he places before him for the treasury. The counters he divides among the company, taking an equal share himself. The cards he piles before him with the faces downwards, and commences the game by saying to his right hand neighbor, "What will you give to secure the freedom of Yankee Land?" He replies, one, two, three, or more dollars (counters), just as he pleases. The treasurer asks the same question of the next person, and so on through the company. The one who bids highest receives the first card, after paying into the treasury the amount of his bid. On receiving the cards, he receives from or pays into the treasury according to the class of the card he has purchased. The classes are represented by Heart, Diamond, Spade, or Club, in the corner of each card.

Heart receives from the treasury, 10	Club pays to the treasury, 4
Diamond " " " 5	Spades " " " 2

All the cards are to be sold in the same way to the highest bidder, separately, the treasurer not raising a card until the amount is paid in. After all the cards are sold, then play the cards in regular order, commencing with the treasurer; the cards of each player to be played from the back after being well shuffled. Spade takes Club, Diamond takes Club and Spade, and Heart takes all the rest. After playing round three times, each player counts the cards he has, valuing each class as above; add to this the number of counters he has on hand. The one who has the highest number in cards and counters wins the game, and becomes

THE CHAMPION OF YANKEE LAND.

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THE GAME OF THE YOUNG PEOPLES;

OR,

Learning to Count in a Pleasant Manner.

DIRECTIONS.

Take out the two picture cards; divide the rest between an even number of players, half of whom are to take the side of the Flower-Girl, and half the Match-Boy. Divide also the counters. Place the picture cards on the table, and each player in turn lay a card upon the picture with which he has chosen to side, *forfeiting or giving according as the card reads*, and putting into the purse the number of counters the card reads of cents.

When the cards are all played, each purse is to be counted, and the one containing *the most*, has made his or her fortune, and wins the game. The box and cover will do in place of purses.

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