

the cards now held in the hand, the player must follow suit, and a card of the "Country in Power" cannot be played unless it is led, or when the player has no card of the Country which is led.

The player taking the last trick before the "Reserve Pile" is consumed has the right to make the first play in the succeeding play of cards. When all the cards are played from the hand, each player receives the counting value of the cards taken, not only in the tricks taken during the first part of the game, but in the final play-off also.

The counting value of each card is in the right-hand corner in large numbers. These counts are added to the score of each player and a new hand is dealt as before. The player who first makes 1000 points wins the game.

INSTRUCTIONS FOR PLAYING

LIBERTY PATRIOT GAMES

A Fascinating

(WITH ALLIE-PATRIOT CARDS.)

DESCRIPTION OF CARDS.

There are forty-eight (48) cards representing the following Allied nations:

AMERICAN

BRITISH

FRENCH

ITALIAN

Each nation is represented by a double set of cards—each set containing six cards—making 12 cards for each nation.

The six cards in each set represent:

- (6) THE FLAG
- (5) A LIBERTY BOND
- (4) THE ARMY
- (3) AN AEROPLANE
- (2) A SUBMARINE
- (1) A BATTLESHIP

The value of the cards with each other is in the order the Flag (6) being the highest.

The cards are marked for convenience of identifying and counting in the different games. In the upper left hand corners are letters indicating the nation represented by that card, i. e., B for British, A for American, etc. The number underneath this letter designates the taking value of the cards as among themselves, i. e., Flag (6) being the highest, and Battleship (1) being the lowest. If two similar cards are played in the same trick, the first one played takes precedence.

The number in the upper right hand corner represents the value of the card for counting purposes in games where counts are allowed for the cards taken

LIBERTY BOND GAME.

A fascinating patriotic game for adults and young people.

Number of players—two to six.

Shuffle cards thoroughly. The deal is originally drawn for, and afterward passes in rotation to the left.

Dealing.—For two players deal ten cards to each player, one card at a time; for three players, eight cards to each; and for four or more players, six cards to each. Turn the next card and place it face up beside the "Reserve Pile" in the center of the table, this card to form the basis of the "Discard Pile." The cards not dealt are placed face down in the center of the table and called the "Reserve Pile."

Objects of the Game.—To acquire as many Liberty Bond cards as possible, and to get rid of the cards held in the

hand. The latter is accomplished by laying on the table (**face up**, in rows in front of the player) **sequences of three or more cards of the same country** (in the **order of the sequence number in the upper left hand corner** of the card), as, **British Flag (6), Liberty Bond (5), and Army (4)**; or, **American Liberty Bond (5), Army (4), Aeroplane (3) and Submarine (2)**. **Groups of three or more similar cards** may also be laid on the table—such as any **three or more Flags, any three or more Battleships, etc.** Obviously the best play to be made is to acquire a group of three or more **Liberty Bonds**, as in the counting the player is credited ten points for each **Liberty Bond** he lays on the table.

The Play.—The player to the left of the dealer opens the play by drawing a card from the top of the **“Reserve Pile,”** or the top card of the **“Discard Pile,”** and taking it into his hand. From the cards in his hand, he then (if he can) lays on the table any **sequence of three or more**

cards of one country, or any group of three or more similar cards—as above described. Only one combination can be laid on the table with each play. If he have no such combination, he endeavors to build one during the process of play, through the drawing of a card from the **“Reserve Pile”** or the **“Discard Pile,”** with every round of play.

After a few plays, usually there will be **several sequences or groups face up in front of the players**; and cards in the hand may be gotten rid of also by playing one card at a time on any sequence on the table (provided the card is of the same country as the sequence on which it is played, and is also the next higher or lower in sequence number to the card on which it is played). Or a card may be played on any group of similar cards, i. e., a fourth Battleship may be added to any group of three Battleships, etc. It would be folly to add a Liberty Bond card to an opponent's sequence or group,

as this would add ten to his score in the final counting.

If the "Reserve Pile" should become exhausted, take off the top card of the "Discard Pile," and with it start a new "Discard Pile," then turn the remaining cards face down and use as the "Reserve Pile."

When a player has drawn a card, and laid on the table a sequence or group—or finds that he cannot form such sequence or group—then he takes a card from his hand and puts it on the "Discard Pile." The order of play is—draw a card from "Reserve" or "Discard Pile," then lay a sequence or a group on the table if prepared to do so, then discard one card from the hand to the "Discard Pile." If, toward the end of the play, a player has only three cards left in his hand after he has drawn one, he cannot lay them all down on the table—even though they form a sequence or a group. He must discard one with each play. In the above case,

he would try to play out his hand by playing two of his cards as additions to his own or his opponent's sequences or groups, and then play the third card on the "Discard Pile." By this means, he could play out his hand and win. Having done this, the winning player (the first to play out his hand) is credited with the counting value (upper right corner) of each card held in the hand of the other player or players. Each player is also credited ten points for each Liberty Bond he has secured among the cards he has laid on the table.

The person first scoring 1000 points wins the game.

ORGANIZATION.

A fascinating game for adults. Can be played by two to six persons.

When two play, separate the cards, and use only one set of each country—making 24 cards for the play. Deal ten cards to each person, and leave the other four face down on the table as a "Discard" to prevent the players from knowing each other's hand. This "Discard" is not used in the play, but is picked up and shuffled for each new deal.

When three persons play use the full pack of 48 cards. Deal 15 cards to each player, and place the remaining three as a "Reserve" on the table. The successful bidder may take up these cards and discharge three from his hand in exchange for them.

When four or six persons play, they play as partners, two couples and three couples. In these cases deal all the 48 cards to the players.

When five persons play, the dealer gives nine cards to each player, and the remaining three cards are placed in "Reserve" on the table. The successful bidder may take up these three cards and discharge three from his hand in exchange for them.

Shuffle the cards thoroughly, and deal one card at a time. The deal is originally drawn for and afterward passes in rotation to the left.

The player making the highest bid leads the play.

The cards have no counting value—the object is to take as many tricks as possible. These tricks are called "units," and the object of the game is to organize as many units as possible under the Flag of a specified nation, by the taking of tricks.

Players must follow suit to the card of the country led, if they have any cards of that country in hand; if they have none, they may play a card of any other country. The highest card of the country led takes the trick—the Flag (6) being the highest, and the Battleship (1) being the

lowest. After the cards have been dealt, the player to the left of the dealer starts the bidding. The bid is as to the number of units a player agrees to organize under the Flag of a certain country, each trick being a unit. The one making the highest bid has the privilege of designating the "Organizing Country," and a card of that country will take any of the cards of the other countries.

If a player have no card of the country led, he may take the trick by playing a card of the "Organizing Country." A card of the "Organizing Country" cannot be played unless it is led, or unless the player have no cards of the country which is led. The player taking the trick has the next lead. When all the cards have been played, each player receives credit of one unit for each trick taken. If the bidder succeeds in organizing the number of units he has bid, he receives credit for all the units he has taken; but if he did not organize the number of units bid, he receives no credit for the tricks taken, and the amount of his bid is deducted from his score.

In playing as partners, the bid is for the partnership, and the units organized by both are counted together in meeting the amount of the bid.

When five persons play, the successful bidder calls for the holder of a certain card to be his partner (the identity of the partner being disclosed by the plays he makes which will favor his partner). Ordinarily the person holding the second Flag of the "Organizing Country" would be called for. In this game of five players, the two partners play against the other three players. When any player or partnership has organized fifty units the game is won.

MOBILIZATION.

This delightful memory-testing game may be played by any number from three to eight persons of any age.

Shuffle the cards well and deal to the players, one at a time. The game is to mobilize a country by asking for the cards lacking from the hand in the completion of a set. For instance, if a British set is the one to be mobilized, and the Aero-plane and Liberty Bond are lacking, say, "Mr. —, I call for the British Aero-plane." If Mr. — has the card, he must surrender it and the player may then call for the Liberty Bond. If he gets it he has completely mobilized that country and lays that set of cards on the table, and receives credit for mobilizing one nation. The player continues to ask the others for cards until he fails to receive the card asked for by demanding a card of a player not having it. When a player thus loses

the right to call for cards, the next player to his left calls for any cards he may desire to fill out his hand. Having heard the first player call for certain cards and knowing that he has them in his hand, he may demand of the first player that he surrender any cards which he has, calling for them one at a time, and may demand cards from the other players, one at a time, until he also fails to receive a card by demanding it of a player who does not have it.

The game will thus be found to be a good test of memory as to which players have certain cards, so that the demand of cards may be made upon the proper players.

The right to begin the play of demanding the cards is determined by each player drawing a card from the pack; and the player drawing the highest card has the right to make the first demand. The play then proceeds in order to the left of the first player.

For every set mobilized a player receives twenty-five points; and if he succeeds in mobilizing all the cards (2 sets) of any country he receives one hundred points. As soon as a set of any country is mobilized (that is, the player holds in his hands all six cards of that country) he lays the set on the table as finished, and continues to play for the mobilization of other sets of cards. The player who first scores six hundred points wins the game.

MOBILIZATION No. 2.

(An interesting game for one person.)

Shuffle the cards very thoroughly. Deal five cards in a row, face down, on the table and form the foundation of five piles. Then deal one card face up on the first pile, and one card face down on each of the other piles; deal another card face up on the second pile, and one card face down on each of the other three down piles; then deal another card face up on the third pile, and a card face down on each of the remaining two down piles; then deal another card face up on the fourth pile, and a card face down on the fifth pile; then deal another card face up on the fifth pile, leaving five piles with a card face up on each one and a number of cards still held in the hand. These five piles are referred to hereafter as "Playing Piles" or piles of "cards in play."

The object of this game is to finally, by the method of play to be explained, build up eight new piles, two for each country, consisting of all of the cards of that country, the Battleship being on the bottom and the Flag on the top. These new piles will be referred to hereafter as the "Mobilized Piles." When all of the cards have been released from the "Playing Piles," and the cards of each country are in their own "Mobilized Piles," with the Flags on top, the Allies are mobilized—which is the object of the game.

The method of play is as follows:

First:—If any Battleships are face up in the "Playing Piles," remove one of each of the four countries and make each one of these Battleship cards the foundation of a "Mobilized Pile" for that country. No one country can mobilize two piles at the same time—one must be completed before the second is started.

Second:—Attempt to release as many cards as possible from the "Playing

Piles." In order to do this, the top card of any "Playing Pile" may be taken off and played on the top card of some other "Playing Pile," provided that a blue card (either American or French) is alternated with a red or a green card (British or Italian). No green and red card should be played on each other. Each of these colors must alternate with a blue. Also the card removed must be the next lower in value than the one on which it is played; for instance, a British Submarine can be played on a French Aeroplane, an Italian Battleship can be played on an American Submarine; and no two blue cards should be played on each other—a blue must alternate with a red or a green and vice versa. When a card is thus removed from the top of the pile, the next card on that pile is turned face up and can be played on some other pile if it fits, or be played upon from some other pile. By this method, several of the cards which were dealt face down will be re-

leased and brought into play. After the player has played the top card from the "Playing Pile" on to the other piles and released as many cards as possible, he will then play the cards from his hand one at a time. These cards should be played on the top card of one of the "Playing Piles," in the manner described; that is, building down and alternating a blue card on a red or green card, and a lower card on the next higher card in value. During the play as above described, a Battleship of one or more nations will probably appear; and if so, these cards are immediately taken out and used to start the new "Mobilized Piles" mentioned—if one pile for each of the four countries is not in process of being built up. These new piles should be built up as fast as the cards appear to build with. They must be built up in the order of value of the cards, the Battleship (1) on the bottom, and the Flag (6) on top, each nation having its separate pile.

If the cards played from the hand do not fit on any one of the piles (either "Playing" or "Mobilized Piles") they are placed in the "Discard Pile." With each card played, the situation changes and the player should be constantly on the alert to play cards from one pile to another, so as to release the cards underneath whenever opportunity presents itself. Cards which are face up on any "Playing Pile" may be played in a group on any other "Playing Pile," provided that the bottom card of the cards removed is playable on the top card of the pile on which it is played; and also that all the cards which are face up on this pile shall be transferred. The top card, which is face up on any "Playing Pile" can only be played alone where it is the only card face up or where it can be played on one of the "Mobilized Piles." The top card of the "Discard Pile" can also be played whenever opportunity presents itself; but no card beneath the top card on any of the piles can be removed

and played. The player should keep watch of the "Discard Pile" and not allow it to grow too large if it can be avoided, as the cards underneath in this pile are inaccessible until the top cards are played and one card may thus prevent the player from getting out all the cards.

A Flag cannot be played on any other card, except in the completion of a "Mobilized Pile," but is used for starting a new "Playing Pile" where the cards in one of the "Playing Piles" have all been played or mobilized. There cannot be more than five piles of "cards in play." If all the cards in one of the five "Playing Piles" are played, a new pile cannot be started in its place except with a Flag.

When all the cards have been played from the hand and no other plays can be made from the "Discard Pile" or the piles of "cards in play," and there still remain cards not mobilized, the attempt to "mobilize the Allies" has failed. When all the cards are mobilized into their respective

groups, with the Flags on top the Allies are completely mobilized—which is the object of the game.

N. B.—This game may be simplified by building up both sets of each nation at the same time instead of one set at a time as in the foregoing instructions.

MOBILIZATION No. 3.

(For two persons playing singly.)

This is an intensely interesting game for two persons only.

Each player uses a full pack of Alle-Patriot cards.

Each will shuffle his opponent's cards, then each player may shuffle his own.

The object of the game is to mobilize all of the cards held by the player, and this is accomplished through an attempt to build up complete sets of the cards of each country.

Each country may have only two sets at a time in process of mobilization. As soon as one set is completed another may be started.

When the cards have been shuffled, each player deals four cards from his pack and places them on the table in a perpendicular row at his right. These cards form the bases of his four "Playing

Piles." Each player then counts off thirteen cards for his "Reserve Pile" and places this Pile face up at his left. The person having the highest card on top of his "Reserve Pile" plays first.

Mobilization is accomplished by playing Battleship cards in the center of the table as they appear in the process of play, and then building up on them in sequence order the complete set of cards of the country represented, the Battleship (1) being the lowest and the Flag (6) being the highest. All the cards of the set must be of one country, and when completed the Flag will be on top.

Each player may build downward on either his own or the other player's four "Playing Piles." Each player may also build either up or down (in sequence order) on either "Reserve Pile" and either "Discard Pile." In building he may use the top card from any of his four "Playing Piles," or the top card from his "Reserve Pile" or his "Discard Pile." If he cannot play from any of these, he may turn up the top card of the pack which he holds face

down in his hand. If this card cannot be played on any of the piles, it is laid on the table immediately in front of the player, and forms the "Discard Pile." Each plays his cards until he misses. Whenever all the cards in one of the "Playing Piles" have been played elsewhere and a vacancy occurs, the space may be filled with a card from either the "Reserve Pile" or the "Discard Pile." Each player should be watchful for opportunity to play his cards on his opponent's "Reserve Pile," "Discard Pile" or "Playing Piles"—as the player who first exhausts these piles, and the cards he holds in his hand, wins the game. When the cards in the hand are all played, pick up the "Discard Pile" and replay that from the hand. When this becomes exhausted, pick up the "Reserve Pile" and replay that from the hand (held face down), playing one card at a time.

The player who first succeeds in playing all of his cards on the "Mobilization Piles" or on his opponent's "Reserve," "Discard," or "Playing Piles" wins the game.

SHAM BATTLE.

A highly interesting and scientific game for adults. Played by three or four persons.

Shuffle the cards thoroughly. Draw cards for the privilege of dealing. Person first drawing the highest card deals.

Deal all the cards to those playing, not more than three at a time.

After all the cards are dealt, players bid (as explained below) for the privilege of designating one of the countries as the "Country in Power." The bidding starts with the player to the left of the dealer and continues until all pass after the highest bid has been made. The player making the highest bid then designates the "Country in Power." If 4 are playing, it lends interest to play as partners, 2 on each side. If an odd number play, each plays for himself.

The bidding is as to the number of points which the player agrees to score, both by

the counts allowed for certain combinations of cards in the player's hand (or if 4 are playing in his partner's hand also), and the value of the cards taken in the play which is to follow. If the player (or side if he has a partner) makes the number of points which he bid, he or they get a count for all the points made, and the opposing player or side gets only a count for the value of cards taken, but not for any combinations in the hand. If the player or his side fails to score the number of points which he has bid, he or they lose the score for the combinations held in the hand, count nothing for cards taken, and the amount of the bid is deducted from his or their score.

The combinations of cards held in the hand for which counts are allowed are as follows:

Four Flags	100
Four Liberty Bonds	80
Four Armies	70
Four Aeroplanes	60
Four Submarines	50
Four Battleships	40

Additional count of 20 for each card over 4 that is held.

If any of the above groups of 4 cards held are in pairs, i. e., if the 4 Flags, etc., are in pairs, as 2 American Flags with 2 French Flags, or 2 French Aeroplanes with 2 Italian Aeroplanes, double count is allowed.

Sequence of highest 5 cards of "Country in Power"	150
A Flag and Army of any Nation ..	20
Flag and Army of "Country in Power"	40
The American Flag and British Battleship	40

CARDS CANNOT FORM PART OF MORE THAN ONE COMBINATION.

The values of the cards are marked on them in large figures in the upper right hand corner. They are:

Flag	15
Liberty Bond	10
Army and Aeroplane, each	10
Submarine and Battleship, each ...	5

After the player bidding the highest number of points has designated the "Country in Power" and laid down on the table all the combinations for which he claims credit, and his partner, if any, has also laid down those for which he claims credit, the value of the combinations is counted and added to the score of such player or side, and the cards are then picked up and returned to the hand. The play then proceeds in the contest of taking cards. The player making the bid leads. The value of the cards in taking other cards is the same as given in the foregoing description of cards: i. e., in the order of the numbers in the upper left hand corner of the card, the Flag (6) being the highest, and the Battleship (1) being the lowest. But in this game, any card of the "Country in Power" will take any card of another country.

In this game, also, the players must follow suit, if possible; that is to say, if an American card is led, the other players must play American cards, if they have any. A card of the "Country in Power" cannot be played unless it is led, or unless the player has no cards of the

country which is led. The player taking a trick has the next lead. When all the cards are played, count the score as before explained and play another hand as above. The game can be for 1000 points or any number agreed upon in advance.

To illustrate the value of a hand for the purpose of bidding, assume that A and B are playing against C and D. A has in his hand the American Flag, Army, Aeroplane, Submarine and Battleship, in addition to the Flag and Army of Italy. It would be to his interest to have America declared the "Country in Power" as the sequence above stated would count 150. A could safely assume that he would add 100 points in the value of cards taken, which, added to 150 for the sequence of American cards and 20 for the Flag and Army of Italy, would insure him 270 points. He would, therefore, bid 250, and unless his bid was raised would be sure of winning. If C or D should raise the bid, A might anticipate that his partner B would have some combinations in his hand to count, and might also take his chances on taking more than 100 points

In cards, and bid higher. It is advantageous to secure the privilege of designating the "Country in Power" by as low a bid as possible. How high to bid for it depends upon the strength of the hand as well as the nerve of the player. The bidding furnishes one of the highly interesting features of the game, the object of the player being either to succeed in securing the bid or else compel his opponent to bid so high that he will not be able to score the number of points bid, and thus be set back in his score.

Thus, in friendly combat, the Allies receive the discipline and training necessary to meet a foe successfully.

For the convenience of players count cards for this game are provided, which may be kept on the table in full view of the players during the game.

SHAM BATTLE No. 2.

To be played by Two Persons.

Draw one card each. The player drawing the highest card deals.

Shuffle the cards thoroughly and deal twelve cards to each player, three at a time. The next card is turned face up to determine the "Country in Power," and is placed face up, beside the remaining cards, which are placed face down and called the "Reserve Pile." The player who did not deal then leads one card, and the dealer also plays one card; the highest card played taking the trick. In playing these cards it is not necessary to follow suit, but the player leading the card takes the trick unless the opponent plays a higher card of the same country, or plays a card of the "Country in Power." A card of the "Country in Power" may be played even though the player can follow suit. Each time that a player takes a trick he has the privilege of taking from his hand and laying down on the

table any combination of cards which he may have, for which counts are allowed, and receiving credit therefor in his score. These combinations are left face up on the table until all of the "Reserve Pile" has been played.

The various combinations, and the counts therefor, are stated in the foregoing description of the game "Sham Battle" and on the "Sham Battle" Count Cards.

Only one combination of cards can be laid down and counted for each trick taken. The only difference in the count allowed in this game and in the game "Sham Battle" is that in this the Battleship of the "Country in Power" counts 10 and the player getting the Battleship may exchange it for the card which has been placed beside the "Reserve Pile" face up, which card he places in his hand and receives a count of ten for the Battleship.

After each trick is taken, and the player taking the trick has laid down the combination for which he claims credit, each player takes a card from the top of the

"Reserve Pile," the player taking the trick having first draw. The player taking the trick leads the next card and the play is continued in this way until all the cards have been drawn from the "Reserve Pile." The cards which have been laid on the table are then taken up, and together with those held in the hand are played until all the cards in the hand have been played.

When the combination of cards has been laid on the table and counted in the score, any one of the cards may be played by the player and the combination broken up. It is not necessary to retain the combination on the table until the end of the game. The cards may be played but cannot be returned to the hand until the final play of cards from the hand after the "Reserve Pile" has been exhausted.

Cards cannot be used to form part of more than one combination.

The taking value of the cards is given in the foregoing description of cards, the Flag (0) being the highest and the Battleship (1) being the lowest. In playing off