

GAME OF FLAGS OF ALL NATIONS

FOR 2, 3, 4 OR 5 PLAYERS

IMPLEMENTS Consist of 48 cards.

THE OBJECT of the game is to see who can make the most books of flags.

THE CARDS. It takes a book of 3 cards, laid together, to make any one flag complete.

TO BEGIN Appoint a dealer. He shuffles the pack, and deals them all around the table, face downward. The players sort their hands, and if they have any complete "flag books" in them they lay them down in front, on the table.

Then the player on the dealer's left begins by calling upon any other player for a card that he needs to complete a book. **HE MUST CALL FOR THE CARDS BY NUMBER.** Each card of a book has a number in the upper left hand corner. As long as the player gets the card he called for, he may go on asking that player, or any other player, for any other card until he fails to obtain the card asked for, when the turn passes to the *last* player asked.

If a player revokes he loses his entire score.

TO SCORE. The United States and Great Britain books count 10 each. All other books count 5 each.

TO WIN. The player having most points at the end, wins.

TO PLAY OLD MAID

Take away any two cards from one book, and the third will not match. Then play in the usual manner.

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