

THE  
GAME OF NATIONS:

CONTAINING FOUR

OLD GAMES with NEW FACES.

GAME OF NATIONS.  
GAME OF CATCH-ALL.  
GAME OF MONKEY,  
and FOLLOW LEADER.

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GAME OF CATCH-ALL.

FOR ANY NUMBER OF PERSONS.

SHUFFLE and then deal the cards one at a time, face downward, to each player, until all are dealt out.

The players leave their cards face downward upon the table without looking at them.

The player on the left of the dealer begins by taking up his top card, and laying it in the center of the table, face upward. He is followed by the other players in succession who play their top cards in the same manner, until some one plays a card corresponding to the one first led.

The players should note the card first led, as whoever plays a corresponding card of any other nation, takes all the cards that may have been played up to that time, and lays them by themselves, face downward, beside those dealt to him.

The player making a capture, then leads his top card which is played to in the same

manner,—all the cards played being won by the one playing the corresponding card.

When a player has exhausted the cards dealt to him, he plays from the top of his captured cards,—the same as though they were dealt to him.

As soon as a player has played all his cards, both those dealt to him, and those captured, he is out of the game.

The player who is last out, of course wins all the cards, and is the winner of the game.

GAME OF THE MONKEY.

FOR ANY NUMBER OF PERSONS.

DISCARD any one card from the pack. Shuffle the remaining cards, and deal them one at a time, face downward, until all are dealt out.

The object of the game is to match corresponding cards of the different nations, and play them in pairs to the center of the table.

The one on the left of the dealer begins by laying down any pair, or match that he may hold, such as a pair of maps or tens, etc.

If he has no two corresponding cards he draws one card from his right-hand neighbor. If he can then match two cards, he lays them down, if not he keeps the card drawn, and it is the turn of the player on his left to match.

Each player in turn plays a pair, or draws and then plays if he can, until all the cards but one are matched.

At the end of the game there will be one card for which there will be no match.

The one who holds this card at the end of the game has the pleasure of being called the Monkey.

GAME OF FOLLOW LEADER.

FOR ANY NUMBER OF PERSONS.

NOTE.—The cards rank in value, same as in the game of Nations, that is, in the following order, beginning with the highest card. Map, man, woman, child, and

then the numbered cards, beginning at 10, which ranks next to child and running down to 2, which is the lowest card.

Similar cards of the different nations rank the same in value, except upon each hand or deal those of the nation from which a card is first led or played.

These are called star cards, and the lowest of the star cards is higher than, and captures any of the cards of the other nations.

The object of the game is to score the following points, which are counted after each hand.

*Best.*—The highest card out, which means the highest card out of the star nation, which counts one point for game to the one to whom it is dealt.

*Least.*—The lowest card out, which means the lowest card out of the star nation, and counts one point for game to the one to whom it is dealt.

*Truant.*—The child card of the star nation, which counts one point for game to the one who captures it during the play.

nation upon which the points are based, and which determine the winner, the Leader should lay down a card of the nation most liable to give him one or more of the points above named.

The other players follow in turn to the left, each laying down a card. The highest card played wins the trick, which is laid aside for game by the winner.

*RULE.*—Each player must always play a card of the kind or nation led, if he holds one.

If he cannot play a card of the kind led, he may discard or play any of his cards. In case he holds a card of the star nation, he can play that and it may enable him to win the trick, but if he plays or discards a card from any other nation, it counts nothing.

*RULE.*—Star cards, according to their rank, capture all others, but in the other nations the cards can only capture when they are of the same kind as the one led.

The player taking the trick then leads any card, and the others follow in turn, accord-

ing to the above rules, each trick taken being laid aside for game.

The game goes on in this manner until all the cards have been played, when the result is counted according to the method given for scoring points.

After the points have been scored, the one who first led becomes the dealer, and the next one on his left, the leader for a new hand.

The cards are then shuffled again and dealt out as before, and a second hand played in the same manner, and then a third, and so on, until some one has scored seven points.

During the last hand it may happen, that two or more players have scored seven points. In that case the points made on the last hand, are tallied in the following order—Best, Least, Truant, Game. The Best is counted first, the Least next, and so on. The holder of Best would go out first. Least next, and so on, giving their holders the game in the order in which they hold these points.

*Game.*—The largest count that can be made from the cards captured by a player, and counts one point for game to that player. The count for game is made upon the following basis. Each map counts four, each man three, each woman two, each child one, and each card numbered 10, ten. The other cards do not count.

DIRECTIONS.

EACH player draws one card from the pack, and the one drawing the highest acts as Dealer for the first hand or deal.

The dealer shuffles the cards, and gives each player six, dealing them one at a time.

The players first arrange their cards, and the Leader—the one on the left of the dealer—begins the play by laying down any one of his cards, as it is his privilege to choose, and by laying down this card he declares his choice of the star nation, which continues so during this hand or deal.

*NOTE.*—As it is the cards of the star

and Titles belonging to each side, the player on the left of the last dealer shuffles and deals the cards, and a second round is played, and still another if necessary, until one side has scored ten points.

When one side has scored 9 points toward game, the holding of Titles by it is of no advantage, as neither side can go out on Titles when it has nine points.

But a player upon a side which has scored 8 points, who finds two Titles in the hand just dealt to him, has the right to call, that is, he may ask his partner, "Have you a Title?" If his partner answers yes, that side may show out, and score the game on the two Points, to which it is entitled for the three Titles held by it.

any of his cards. In case he holds a Star card (one of the nation turned up by the Dealer) he can play that, and it may enable him to win the trick, but if he plays or discards the cards of any other nation it counts nothing whatever its rank may be.

The winner of the last trick then leads a card, and is followed by the others as before, and so on till all the cards are played, when the count takes place for game.

Only the tricks above six, won by either side, count for game. The side winning seven tricks would count 1 for game; winning nine, 3 for game, and so on. Besides this the players count for the four unnumbered cards of the Star nation, or the kind turned up by the dealer, viz.: Map, Man, Woman, and Child, which are called Titles.

If one side is dealt four Titles, it scores four points; if dealt three, two points. If each side is dealt two Titles, they are said to be even, and neither side scores for them.

After scoring all the points, both tricks

each player, one at a time, until they are all dealt out. The first card is dealt to his left-hand neighbor, and the last card to himself. This last card he turns face upward, and leaves it exposed on the table for all to see, taking it up after his first play. The cards of the nation to which the exposed card belongs are called Star cards, and upon each deal they *rank higher and will capture the cards of the other nations.*

The deal completed, each player arranges his cards according to the nations. The player on the left of the dealer opens the game by laying down any card, and is followed by the others in succession to the left.

Each player *must always* play a card of the kind or nation led, if he holds one.

The highest card played wins the trick. Each trick won is kept by itself by the winner, who also plays the first card of the next trick.

When a player cannot play a card of the kind or nation led, he may discard or play