

DIRECTIONS FOR PLAYING

WHO'S WHO

TWO TO SEVEN CAN PLAY

GAME NO. 1

The player on the left of the dealer then calls upon any other player for a card that he needs. He may call for the card by the number and the color, "Four, yellow," for instance; or by the number and the title of the suit, as, "Four, money."

If the player called upon has the card asked for, he gives it to the caller, who must at once say, "Thank you." If he neglects to do this, before calling for another card, he must return the card to the player from whom he got it, and the right to make the next call passes to that player.

When a player fails to get the card called for, the turn to call goes to the player he last called on.

The player who collects the most books, wins the game.



To have one's name appear in the well-known directory of celebrities entitled "Who's Who," is nowadays an object of ardent desire to many people. The present game deals with this ambition in a jocose vein, and enables the players to indulge in a contest over the question: Which is the best line of activity to pursue in order to attain the coveted distinction?

THE CARDS represent characters of various types, who all claim to be eligible to enter the celebrity class. There are four sets, or "suits," one consisting of characters who rest their claims on their wealth; another, of those relying on social prominence; a third, of those who pride themselves on their intellectual abilities; and a fourth, of record-breakers in various lines of sport. For brevity, it will be well in playing to refer to these suits respectively as Money, Society, Brains, and Sport.

In the play the cards rank according to the length of the characters' names—the bigger the name, the better the card. The number of letters in each name is indicated by a figure. The suit to which a card belongs may generally be known by the name and appearance of the character, but the color of the number aids for the purpose, and for further assistance

each suit has a distinctive emblem: the dollar mark for Money, a fan and slipper for Society, an owl for Brains, and crossed dumbbells for Sport.

DEALING:—The game is played in a succession of rounds, for each of which a separate deal of the cards is made. A different player deals each time, the turn passing round to the left from the first player. Five cards are dealt, one at a time, face down, to each player, beginning on the dealer's left. The rest of the pack is temporarily laid aside.

THE PREFERENCE OR "TRUMP" SUIT.—The players take their cards in their hands, holding them so that none but themselves can see the faces. The player on the left of the dealer (the non-dealer when two play) now has the right to name one of the suits as his preference, and that suit until the next deal, outranks any of the others. If, for example, he should choose the Society suit as the one with which he has the best chance of winning, even the lowest card of that suit will win against the highest of any other. The player naturally chooses the suit that is most strongly represented in his hand.

THE PLAY.—The players next, in turn, beginning with the one on the dealer's left hand, play each a card to the table. All players after the first must play cards of the same suit as the card first played, if they have any; if they have none, they play some other suit. The trick is won by the highest card of the Preference suit, if any of that suit has been played; if not, by the highest card of the suit first played.

The winner of the trick takes the cards he has won, but keeps them separate from those in his hand. He then leads a card for the next trick, and is followed by the others, the play always going round to the left. The game continues

in this way until all the cards in hand have been played, when the players who have won tricks score one point for each *trick* (not each card) they have won.

The cards are then all put together and shuffled, and five dealt again to each player; this time by the player to the left of the previous dealer. The player on *his* left now has the right to name the Preference suit for the ensuing round, which is played on the same lines as the first.

On succeeding rounds, the deal and the right to name the Preference suit continue to go around to the left. When there are only two players, each deals four times; when there are three, each has three deals; when four or more, each deals twice.

WINNING.—The player who has scored the most points when the full number of deals have been played, wins the game.

When there are four or six players, they may play in two or three partnerships if they choose. Partners should sit opposite each other, with an opponent between. The naming of the Preference suit is the same as if each were playing for himself, but partners can play into each other's hands and they count their scores together.

GAME NO. 2

THE OBJECT in this game is to collect the cards into sets, or books of four, all having the same number upon them.

The cards are all dealt around, as evenly as possible.

The players then examine their hands for complete books of four cards of the same number, and lay them before them on the table.