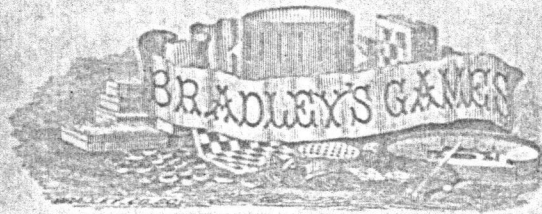


THE GAME OF  
**WHAT-IS-IT**  
OR  
THE WAY TO  
**MAKE**  
**MONEY.**

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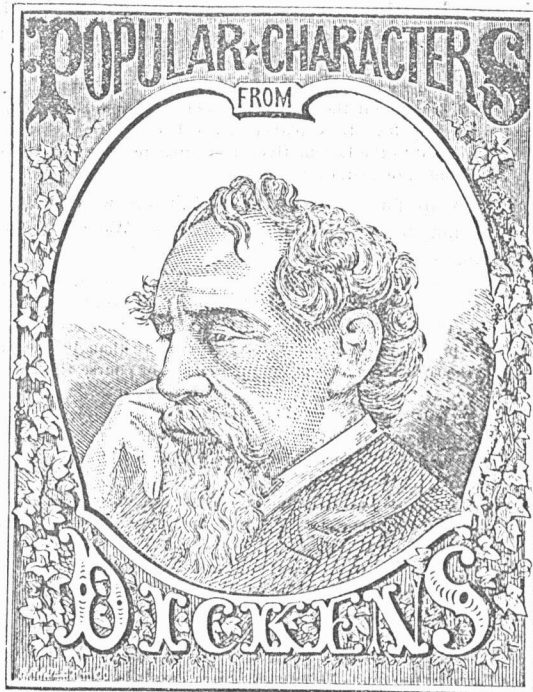
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## THE GAME OF WHAT-IS-IT,

—OR—

### THE WAY TO MAKE MONEY.

THIS Game, whenever properly understood, is very popular with youth and adults having a genius for business; but although the rules have heretofore been very explicit, many have failed to understand them fully. We trust the present edition of rules will overcome this objection, and we believe that no one will experience the least difficulty if the instructions here given are strictly followed. First read the rules and explanations through carefully once or twice, not more. Then assemble a company of players, not more than four nor less than three, for the study of the game; and beginning with the rules of the game, follow them closely step by step, doing just what they direct without any questions as to the reasons. Remember that during the first few games it is not of the least consequence who wins. If anything can be learned by the showing of any hand to the company, let the cards be shown. As soon as one person gets the idea of the game, all is accomplished. It will be seen that the game consists of 52 cards and four record dials.

The cards have names of various articles of merchandise, which are grouped in sets; and in order to indicate readily the cards belonging to each set, the names are arranged in the same manner that the names of the author and his books are arranged in the game of authors. To illustrate:

The Railroad set comprises the Railroad, Locomotive, Passenger Car, and R. R. Ticket. Each card has its individual name in large letters at the top, and beneath that the names of the other cards belonging to the same set. The names in small type are only for reference, and do not belong to the card. Each article represented by its card has a value set opposite to its name, thus: Railroad 20, Locomotive 10, Passenger Car 5, R. R. Ticket 0.

Each card is always worth as much to its holder as the figures on the card, and, by certain combinations that we shall explain after the rules of the game, some of these values may be increased. The whole game is an auction in which each player in turn becomes, for the time, auctioneer for the sale of some card that he holds; the card representing a piece of property.

The record dials are only a convenient cash account to avoid the paying of cash or its representative in counters. Thus, on each dial at the commencement of a game the pointer is set at 50, indicating a cash capital of 50 dollars. When money is paid out, the pointer is turned back so as to represent a reduction in the cash capital. If money is received, the pointer is moved forward as many points as there are dollars received.

## RULES OF THE GAME.

RULE 1. Let some player, called Director, thoroughly mix the cards, and distribute them all to the players, one at a time to each player. After the dealing of the cards, each player must look over his cards and assort them, bringing together those of each set, so that when the combinations are understood the salable ones may be easily selected.

RULE 2. The cards having been distributed and the players all being ready to begin, the first player to the left of the dealer has the right to offer some card for sale, stating what the card is.

RULE 3. The person offering a card for sale is at liberty to bid for it the same as any other player.

Any person offering a card and bidding it in loses nothing and gains nothing, and of course no change is made in the cash accounts.

RULE 4. When a player has the right by turn to offer a card for sale, if he has no card that he wishes to sell, he may call for the sale of any card he wishes to buy, and the player holding such card *must* offer it for sale. It will be seen that such player is not obliged to sell, as he may *bid* in the property.

RULE 5. Whenever a player buys a piece of property, and pays, say 20, he must move his pointer back 20 towards figure 1, and the player who sells must advance his pointer 20.

RULE 6. The right to offer or call for property goes by turn from right to left.

RULE 7. Whenever an article is for sale, any player may bid as often and whenever he pleases.

RULE 8. Whenever any player hesitates about what to offer or call for, any person may suggest what they would like to buy or sell, and if the player first named chooses to avail himself of such suggestions he can do so.

RULE 9. The right to call for or offer an article may go five times around the company, unless *all* the players wish to stop sooner, as they will if the company is large, and it is more interesting not to continue each game too long.

RULE 10. If *all* the players wish to continue the game more than five times round, it may be so continued.

RULE 11. Before commencing a game, a majority of the players may decide on the number of times round that the bidding shall be continued, and this shall not be changed during the game except by the consent of *all* the players.

RULE 12. The Director must keep account of the number of times the bidding has gone round, and his account shall be accepted by the company.

RULE 13. When the bidding has terminated, the property held in the hand of each player must be reckoned up and added to the cash capital represented by the pointer on his dial, and the player having the greatest amount of property, including the cash represented by the dial, wins the game.

Thus far the value of each card has been reckoned at the figure set opposite the CARD NAME, but in reckoning up the account of stock at the end of the game the values of many of the cards are very much changed by the combinations of the cards of the same

set held in one hand; and of course these prospective combinations in the account of stock are the objects in view in the purchase and sale of the cards during the game.

**Rule 14.—At the close of the game, all cards of the same set held in one hand count each equal in value to the value set against the highest card of that set held in that hand.**

Thus, suppose a player at the end of a game holds the Railroad, Locomotive and R. R. Ticket. The Locomotive and R. R. Ticket will each be worth 20, making the three worth together 60, while if they had been held by three separate players they would have counted only 30. If a player holds Locomotive, Passenger Car and R. R. Ticket, each is equal to the Locomotive, the aggregate being 30. If the Passenger Car and R. R. Ticket only are held, each is 5.

RULE 15. There are four cards marked What-is-it, which may be counted in any set that is not full, provided that only one What-is-it card shall be counted in the same set.

Thus, supposing as above that the Railroad, Locomotive and R. R. Ticket are held, and in the same hand with a What-is-it card. The What-is-it card may be counted with that set, and equal to the Railroad, making the four amount to 80.

If any player sells property so as to wish to record more than 100, he can move his pointer on towards the second time round, remembering of course that he has so many more than 100.

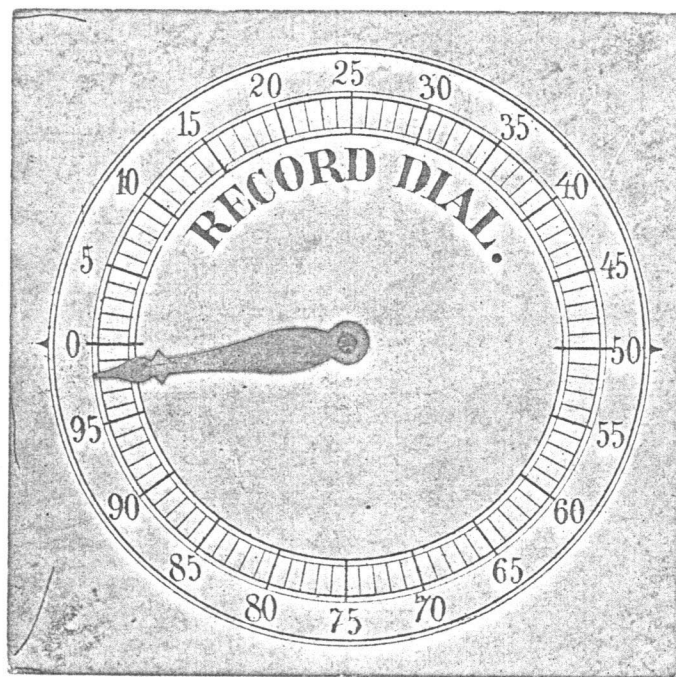
Any company who will spend a half hour in actual practice of the above rules, as suggested at the commencement of these directions, can not fail to comprehend the *point* of this game, which, when once understood, is more original and scientific than any other modern card game published.

To aid those who wish to *see into* the game a little more before beginning, we give the following example; but if any person finds it incomprehensible, we advise such to let it alone and learn the game from above rules.

The object of each player is to increase the value of his property by buying such cards as will be worth to him, in connection with his other cards, more than the amount he pays for the card, and to sell such cards as he can obtain more money for than the value of the card to him. But to explain more clearly, let us take for example the set which comprises the Farm, House, Barn, and Cat. Now upon one card are these four names, with the Farm at the top. This is the Farm card, the other three names being placed below merely to show what cards compose that set. Opposite the name Farm is the number 15, which is the value of the Farm. On another card the House is first with its value 7; another the Barn 3, and another the Cat 0. Now by certain combinations these values may be increased; thus, suppose John holds, with other cards, the Farm, numbered 15; James the Cat, numbered 0; and George the House, numbered 7, and Barn 3. Now the Cat is worth nothing to James, but if John had it, it would count equal in value to his Farm. George has the House and Barn, which makes the Barn count equal to the House. If George should buy the Farm, it would raise the value of his House and Barn, each to 15. If George had bought James' Cat, the Cat would have been worth to him as much as his House. The picture cards never increase in value, and yet they are often worth much more than their value because of their effect on other cards.

As this is intended to be a social game, the more talk the better. If a small company, say 3, are playing, it may be more interesting to play as follows: Distribute the cards as if four persons were playing. Lay the extra hand away, face down. Play the game as before directed. At the end let the Director sell the extra hand, one card at a time, to the highest bidder, letting the cards lay together, face down, and removing each card *after it is sold*. This often makes as much interest as the rest of the game, although of course it is all mere chance.

RULE 14 CONTAINS THE POINT OF THE WHOLE GAME.



WHAT-IS-IT



AUCTION.

WHAT-IS-IT



AUCTION.

WHAT-IS-IT



AUCTION.

WHAT-IS-IT



AUCTION.

Who the devil is this?

QUIRE<sup>s</sup> PAPER, 0

Gold Pen, 1

Ink Stand, 3

Writing Desk, 8

WRITING DESK, 8



Ink Stand, 3

Gold Pen, 1

Quire of Paper, 0

INK STAND, 3

Quire of Paper, 0

Gold Pen, 1

Writing Desk, 8

GOLD PEN, 1

Quire of Paper, 0

Ink Stand, 3

Writing Desk, 8

NAILS, . . . 0

Hand Saw, . . . 2

Hammer, . . . 1

Plane, . . . 6

PLANE, . . . 6



Hand Saw, . . . 2

Hammer, . . . 1

Nails, . . . 0

HANDSAW, . . . 2

Nails, . . . 0

Hammer, . . . 1

Plane, . . . 6

HAMMER, . . . 1

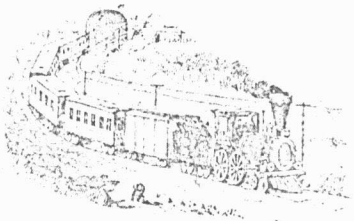
Nails, . . . 0

Hand Saw, . . . 2

Plane, . . . 6



**RAILROAD, . 20**



Locomotive, . . . 10  
Passenger Car, . . . 5  
R. R. Ticket, . . . 0

**LOCOMOTIVE, . 10**

R. R. Ticket, . . . 0

Passenger Car, . . . 5

Rail Road, . . . 20

**R.R.TICKET, . 0**

Rail Road, . . . 20

Passenger Car, . . . 5

Locomotive, . . . 10

**PASSENGERCAR, 5**

R. R. Ticket, . . . 0

Rail Road, . . . 20

Locomotive, . . . 10

BARN, . . . . 3

House. . . . . 7

Farm. . . . . 15

Cat. . . . . 0

HOUSE, . . . . 7

Barn, . . . . . 3

Cat. . . . . 0

Farm. . . . . 15

FARM, . . . . 15



House. . . . . 7

Barn. . . . . 3

Cat. . . . . 0

CAT, . . . . . 0

Barn. . . . . 3

House. . . . . 7

Farm. . . . . 15