

PLAYING RULES.

Players must follow suit to lead when it is possible to do so. When player cannot follow suit, then, and then only, can a Trump be played, a Key or Joker Card played or a card of another suit discarded. Each player must play to every lead.

The four Key or Joker Cards have no value in so far as the capturing of a trick is concerned, UNLESS all four should happen to fall together, in which event, by general consent, it has been decided that the wagon train captures that trick. This play seldom occurs.

A Key or Joker Card may be led, and it is frequently an advantage to lead them. When such a lead is made and a Trump has been named, the highest Trump played on the trick wins; but the Key or Joker Card when led does not force a player to follow suit with Trumps. If the hand is being played without Trumps and the Key or Joker Card lead is made, then the highest

ranking card, regardless of suit, captures the trick. In event two cards of equal rank fall on such trick, the Engineer Corps takes precedence over the Artillery, Artillery over Cavalry and Cavalry over Infantry.

Under no circumstances may a successful bidder discard the Key or Joker Card before making his first lead, or in other words, discard them or any one of them, when discarding the four Reinforcement Cards.

As a guide to bidding, it may be safely stated that holding the Key or Joker Cards tends to weaken hand for offensive play.

Ninety points, as a rule, is a very strong bid.

If your dealer does not keep Tactics, send his name and Fifty Cents and we will mail you a pack of Tactics, postage prepaid, together with complete rules and instructions.

NATIONAL MILITARY TACTICS CO.

326 BROADWAY - NEW YORK.

RULES FOR TACTICS.

The pack is divided into four suits, representing the Artillery, the Infantry, the Cavalry, and the Engineer Corps. Four more cards are added, but belong to no suit.

As Tactics is intended to be an educational game, and to familiarize the players with the branches and the ranks of the military service, players are supposed to designate the suits by name. However, any person able to recognize Red, Yellow, Green and Blue, as colors, and distinguish the numerals, from one to twelve, can play Tactics without particular effort. Tactics is as simple as well as an interesting game.

RULES FOR FOUR HANDED TACTICS.

Partners may be selected by cut, the two drawing the lowest numbered cards playing together—(Private is the least card in the rank and Lieutenant Gen-

eral the highest) or chosen as may suit the players.

Thoroughly shuffle (or mix) the pack of cards.

Dealer may be selected by cut or as contestants may please.

After game starts each player deals in regular order.

Each of the four players must receive twelve cards on the deal and four must be placed face downward in the center of the table. By handing four cards at a time to each player and dealing around three times the deal may be quickly completed. The four cards dealt to the center of the table are termed the Reinforcements in Tactics. Most dealers prefer to deal these four cards just after the first round rather than make use of the last four cards dealt. When deal is completed Bidding Starts.

Player to the left of the dealer is entitled to the first bid. Player must bid or pass the bid. Bidding starts at Sixty. Indicating that bidder with the assist-

ance of partner, contracts to make a score on the hand dealt equal or in excess of number of points bid. Bids may be raised not less than five points on each raise. One hundred and ten points is the highest possible bid, indicating that bidder expects to take twelve tricks valued at five points each and capture all of the four Key, or Joker Cards, valued at five, ten, fifteen and twenty points, as indicated on these four cards.

Highest bidder has a right to name either one of the four suits as trumps or to play hand without trumps. Highest bidder is also entitled to pick up the Reinforcements and make use of same; but must discard four cards prior to the first lead.

Bidding closes only when three players, bidding in order, fail to raise the bid.

The object of the game is to capture as many tricks as possible, and to capture or protect the Key, or Joker Cards.

Successful bidder has the first lead. Player capturing trick leads next, and retains right to lead as long as successful in capturing tricks. The cards rank upwards in playing value from Private No. 1 to Lieutenant General No. 12. Each trick captured counts five points, and the four Key or Joker Cards count as indicated by the figures thereon for the side capturing them. Possible score by reason of tricks captured is Sixty Points. Possible score by reason of the capturing of the Key or Joker Cards is Fifty Points. Total possible score on one hand played is One Hundred and Ten Points.

The score is simple. Points made are added. Points lost are subtracted. Score starts over at zero with the beginning of each Engagement. An Engagement is One Hundred and Fifty Points. Two Engagements out of three or two successive Engagements won constitutes a Campaign.