

GAMMUT

IS AS ITS NAME IMPLIES—
THE WHOLE THING.

INFORMATION

Should any one desire any information relative to Gammut, Militant, Fruit Basket, "The Pike" Puzzle or any of the games manufactured by the NEMO CARD CO. it will be cheerfully given. Enclose with your request a self addressed stamped envelope.

Any of the games will be sent, post paid on receipt of price. Gammut 50c the others as above 25c each.

THE NEMO CARD CO.,

Sunbury, Ohio, U. S. A.

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A Series of Directions Which Can Be
Used In Connection With GAM-
MUT Cards.

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Also for Militant and Sentence-
Structure.

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sent postpaid on receipt of price.

The Nemo Card Co.,
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GAMMUT.

For From Two To Ten Players. Use Names of Products.

The only STOCK EXCHANGE GAME that can be played with less than three or more than seven players, or as a Progressive game.

Object. To obtain cards all of one denomination. To get and keep possession of the \$ card. To keep from closing with the Z or zero card in your hands.

Gammut. In playing Gammut with more than two players use as many complete books as there are players, also the \$ and Z card. You will notice that all Wheat 90 cards are No. 1. All Corn 65 cards are No. 2. Oats 70 No 3. By taking advantage of this fact it will materially assist you in handling your cards.

To Deal. It will add much to the zest of Gammut to not shuffle the cards at all. Deal one card at a time, face down till all are out. Open the pack at two points and drop in the Z and \$ cards. Avoid when dealing letting the players know who gets the Z or \$ card. The players should pick up the cards as fast as dealt, arranging them so that the cards of the same kind or number shall come together.

To Play. When the dealer has his hand ready he cries out: "To Business!" Then each player should seek to trade off or sell some of the cards which he holds that he does not want, to some other player for an equal number of cards thereby hoping to get possession of cards he has previously determined to "corner" or book.

How to Sell. After the play has commenced each player shall do his utmost to negotiate some of his cards for others, as said above in order to get cards to complete a book of his own. To do this he shall call out in the most energetic and enthusiastic manner endeavoring to drown out the other players and thereby get a hearing "one to sell" or "one to trade," or "one to swap" or "one to exchange." Be sure you get some one to exchange with you quickly because on the speed shown, your success depends. If you should have two or three or any number to trade call out how many you have and trade them for an equal number. The number which you seek to trade at one time should always be of the same denomination, unless it be the Z or \$ card which two can be traded together, separately, or with any number of other cards. Always lay your cards face down when giving them to the party with whom you have traded.

To Count. The largest number on your card is your winning for the heat if you are the first to complete a book. When you have ten cards of one kind, as Hay, Corn or Iron you have a book. The moment you get a book say, "Corner on Iron" or whatever you have, as it is the first one who announces the fact that will be counted.

cards, one at a time and start four piles, face up in a row on the table in front of you. Should one of them prove to be a No. 1 card you will remove it and start another row above the first. Fill the vacancy thus made in your first row by a card from your "Reserve." Then deal 3 cards from the top of your hand. Should the third card prove to be one number lower than the top card of any pile in the first row, or one number higher than the top card of any pile in the second row you will place it on such pile. Should it not be a card that you can thus use, lay the cards drawn, face down at your right and deal three more, and so on. When your hand is exhausted take up the cards at your right and proceed as before.

Notes. Whenever a No. 1 card turns up you will place it in a new pile in the second row to build on.

Whenever there is a card or cards on top of the piles in the first row that is one number higher than the top card in the second row you will transfer same to such pile.

Whenever a vacancy occurs in the first row replace pile by drawing a card from your "Reserve."

Should it happen that after running your hand off twice you would be unable to play, you may draw one from your Reserve.

Should you at any time dispose of your hand before the "Reserve" is exhausted you shall draw from that.

Object.

The object is to play the cards so that you may as quickly as possible run all the cards into the top row in piles running up from No. 1 to No. 10.

Many other forms of laying out the cards will suggest themselves to anyone who desires to play a solitary game.

KETCHUM.

A very catchy game for children can be played with Gammut cards by dealing out all the cards equally among the players, who lay the cards at their front, face down. The object of the game is to get possession of all the cards. The first player places a card in the center of the table, face up. The second player places one on top of same and so on till some one places a card that is a duplicate of the last card played. The first person to call out KETCHUM gets the bunch. He then lays down one card in the center and the playing continues till the cards are exhausted.

The one who secures all the cards, wins. This game should be played very rapidly.

fault, and the player who first detected it may call out, **FLINCHÉ** and then give the faulted person a card from the top of his Load which the one so faulted shall place on the top of his Load. A faulted person forfeits his right to continue playing.

As soon as the final card is placed on the center pile, the pile should be re-shuffled and placed in Takes.

A player is not forced to play from his Hand or his Stock only when he has an A card. In playing partners you can play from your partner's Stock or Load as well as from your own, but not from his Hand.

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MUGGINS.

A game for any number of players.

Use figures at ends of cards.

Object. The object is to be the first to dispose of your cards.

Deal all the cards equally among the players, who place them in a pile face down before them.

To Draw you remove the top card from your original pile in such a manner that its face shall be visible to the other players before it is to yourself.

First Play. The person to the left of the dealer begins by drawing his top card. Should it be a (1) he will place it face up in the center of the table and draw another of his cards. If this proves to be a (1) he will place it as the foundation of another pile in the center, and so on, or if it proves to be a (2) he will place it face upon top of the (1) and draw another and so on till he fails to either draw a (1) or a card that is the next number higher than the top card of any pile already started. When he so fails he will lay the card face up in front of his original pile, so all the players can see it and the next person to the left plays.

Muggins Pile. When the player lays the card down that he failed to play face up in front of his original pile he has started his "Muggins Pile."

Second Play. The next person to the left turns his first card and if it is a card the next higher than the top one on any of the piles started he places it on top of such piles, or if it be a (1) he starts a new pile or if it is either one number higher or the next number lower than the top card on the first player's Muggins Pile he may place it there but if he is unable to do this he starts a Muggins Pile of his own and the third player begins.

Third Play. The third player proceeds in like manner only he has the chance to play on both the former player's Muggins Pile, if he can-

not play in the center, before he is forced to start a Muggins Pile.

Other Players will play the same as the ones preceding, continuing all around the table always to the left.

Other Rules. After any player turns his card he must first play in the center if possible, then on the Muggins Pile of his neighbor to the left, if not on his, then the one second to the left, or third to the left, and so on around the board from left to right, the one at your right hand being considered the last. You must play the top card on your Muggins Pile, but if you can not, then turn one from the original pile.

When a player's original pile is exhausted he will turn his Muggins Pile face down and start a new Muggins Pile. All players must stay and watch the game till all are through even though they have succeeded in disposing of all their cards.

A player continues till he is forced to place a card on his Muggins Pile or till he has been faulted.

Faults. Should a player fail to play from his Muggins Pile when possible but takes one from his other pile, that is a fault.

If a player should lay his card on the Muggins Pile of another person when he could have played same in center, that is a fault.

If a player places his card on some one's Muggins Pile, not his nearest neighbor to the left that would have been possible to have been played on, that is a fault.

If a player turns his card up face toward him, rather than face out, that is a fault.

If a player after having disposed of his cards, should by word, look or sign make any suggestion or comment about the game, that is a fault.

Muggins. When any player makes a fault some one must say MUGGINS before he has a chance to rectify same and then each player will give him a card from the top of his original pile which the faulted one shall place face up beneath his Muggins Pile.

Finale. The first person to dispose of his cards is the winner unless he is brought back into the game by being faulted.

Winner. The first person to dispose of his Load is the winner.

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BOURSE, PANIC, PIT.

To play either of these games with Gammut cards, discard from the pack all cards not required for the respective games, then play each game according to rules for same, but as they are of the same general character, and less interesting, it will be concluded that Gammut is The Greatest Game Going.

20th Century Dominoes.

Object. To dispose of your cards. Discard entirely the A, B, S, and Z cards. For 2 players use 5 of each of the other books. For 3 players 6 of each book, for 4 players use 7 and soon.

Shuffle the cards thoroughly and deal 3 cards to the center of the table for Domino Piles. Deal the balance equally among the players who place them on the table at their front face down.

To Play. The first player draws a card from the top of his pile and if the large black figure in the left hand corner of the card, is the same as either of the smaller figures directly below the large figure in any of the cards played it is said to match and is placed thereon. Should it be a duplicate of the top card on any pile it must be placed there. Should it fail to match or duplicate the top card of any of the piles it is placed face up in front of the original pile and is called the "Jonah Pile," and the second player proceeds.

Other players proceed in the same manner only that when they draw a card that is the duplicate of the top card of another's "Jonah Pile" it shall be placed thereon instead of in the center. A player continues as long as he can play from his "Jonah Pile" or play the one drawn from his original pile. When he fails he always places the last card drawn in his "Jonah Pile."

Faults:

When a player fails to make a possible play, that is a fault.

To play a card which is a duplicate of the top card of one of the center piles, on another of the center piles is a fault.

To fail to play a card which is a duplicate of another's "Jonah Pile," on such pile, is a fault.

The player detecting a fault shall give the faulted one a card from the top of his original pile which the one faulted shall place on his "Jonah Pile."

The first player to dispose of his cards shall call "Domino" and is the winner of the game.

SAVAGAM

Sava—One's own self. Gam—Game. A game or puzzle for one person.

Sort from the deck 40 cards; 4 of each number. Thoroughly shuffle, then deal face down, 10 cards to form your "Reserve" pile, which should be placed at your left. Take the balance in hand, face up, from the top of which take 4

Should you in addition to a book hold the S card you will double your winning for the heat. Should you hold the Z card your book will count nothing. A player who holds the Z card and has not a book will have 50 deducted from his score. 350 wins a game. **NOTE.** It will sometimes happen that you will have 9 cards of the same denomination and S or Z card. This will be considered a book and you may call "A Coruer."

To Simplify. The game may be simplified by leaving out the Z and the S card or either of them. If you find that you are unable to manage 10 cards reduce all the books to 9, or to 8 or to 7 or till you have reached your capacity.

Progressive Gammut. In playing this game as a "progressive game" the person winning "goes up" and the one holding the Z card when the "corner" is called "goes down."

For Two Players. Use 3 complete books, 30 cards, deal half to each player. Omit the Z and S cards.

GAMMUTIZED FLINCHE.

Use Letters at End of Card.

In playing this game do not shuffle. Deal 7 cards one at a time to each player, which he will place in one pile on the table to his left, face up as his "Load." Then four more to each person to form his "Hand." Shuffle the balance of the deck, and sort into "Takes" of 4 cards each which should be placed crossing each other for convenience. Notice that all No. 1 cards are A, No. 2 B, and so on.

To Play. If the first person to the left of the dealer has an A card or cards on top of his Load or in his hand he will place all in the center of table to form piles to build upon. He continues to build on these by putting B on A, C on B and so on. Always play from the load first when possible. Play on any of the piles started and always start a pile the moment an A card is in his possession. Should he exhaust his hand the dealer will give him another Take. When he can no longer play he places one card face up, and end toward him at his front, on the table, which starts his "Stock Piles" and the second player proceeds.

Subsequent Players. All the other players continue in same manner as prescribed for the first one.

Stock Piles. Each time a person fails to play he will start a new Stock Pile until he has four such. After four Stock Piles are started place another card, when forced to, on either of the four you choose. Play from the Stock Pile same as from your hand. When any of the Stock Piles are exhausted replace same the first time you are forced to place on Stock Pile.

Faults. When a person fails to play from his Load or play an A card when he has one, it is a



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|----|------|------|-----|
| 7 | COAL | 60 | G |
| 53 | 15 | 15 | 335 |
| G | 60 | COAL | 7 |