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DIRECTIONS FOR PLAYING COUNTY FAIR.



PUBLISHED BY PARKER BROTHERS, SALEM, MASS., U.S.A.

DIRECTIONS

FOR PLAYING

COUNTY FAIR.

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There are in this game three classes of cards; cards called Sellers and picture cards called Spectators, and the Money cards.

The money should be left in the box, and the other two classes of cards well shuffled, each set by itself, and placed face down on the table. Then the players, commencing at the left of the dealer, each draw in turn, first a Seller card to see what they have to sell, and then immediately after one from the Spectator pack.

If the latter card be a farmer or any person who would buy, the two cards are placed one side, and the player draws from the box

the amount of money specified on the Seller card. If on the contrary, he should draw a card marked "no sale," this latter card, only, is thrown aside, and he keeps the Seller card until the next turn, when he will again draw from the pack of Spectator cards.

The game then proceeds in the same manner.

Players will notice that among the Spectators there are two "Pretty Girls." One will buy and one will not.

If a player draws a "Constable" he is at once "arrested," and the Constable card is thrown aside, and the other placed back in the middle of the pack from which it was drawn, and the player waits until his next turn to draw again.

When the Seller cards are exhausted, the player having sold the highest value, and having the largest amount of money, WINS THE GAME.