

DIRECTIONS FOR PLAYING

✦ GREAT ✦ BATTLEFIELDS. ✦



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# DIRECTIONS FOR PLAYING GREAT BATTLEFIELDS.

A GAME FOR HOME AMUSEMENT AND INSTRUCTION.

1. The pack is divided into a number of sets of two, three, four and five cards each. There are, for example, a set marked "K—Fought by English Kings," consisting of three cards; a set marked "A—General Grant," consisting of five cards, each prominently lettered with the name of one of his great battles, etc.

2. The entire pack is dealt, one card at a time to a player. Each player then arranges together the cards of the different sets which he may hold. If a player holds a complete set, he lays it aside.

3. The number on a card shows the number of cards in the complete set to which that card belongs.

4. The *name* of a card is the name prominently lettered in the centre with the date.

5. Any player begins by calling for any card which will help him complete a set, any portion of which he holds. In calling, use one of the names in small type, near the bottom of the card, as they are the names of the other cards of the set. If a player calls for a card which he already has in his hand, he forfeits

that card to the person from whom he called it. If a player called upon has a card with the name of the battle called for, prominently lettered in the centre with the date, he must give it up to the person who calls. If the player calling obtains the card of the person asked, he continues calling for other cards from any player who he thinks may have them, until he demands a card of a person who does not hold it, when he loses his turn. The turn passes to the left,

6. In calling, give the name of the set to which the card called for belongs, thus: "I would like 'The Battle of Lexington,' in the set 'H—Early Battles of the Revolution.'"

7. When a player obtains a complete set he lays it aside. When all the cards have been formed into sets the game ends, and the player having the *most cards* in the complete sets he has laid aside, *wins the game*.

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