

DIRECTIONS FOR PLAYING  
THE GAME OF  
**In Castle-Land**

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The game of "In Castle-Land" consists of 52 of the most noted and picturesque of European Castles; the object of the game being to separate them into books of four cards each. The four cards of each letter (as "A," for instance), and numbered from 1 to 4, constitute a book. The winner of the game is the player having the most books at the end of the play.

Deal five cards to each player and lay the surplus pack, face downward, on the table.

The player at the left of the dealer then begins the play, by calling from any other player (giving the name of the castle wanted, and the number and letter of the book) for a card needed to help complete a book, part of which he holds in his hand. If the card is held by the player called upon, he must surrender it to the caller, who calls again as before. If the caller fails to get the card called for, he draws one card from the top of the pack, and the call passes to the left.

As soon as any player gets a complete book he lays it on the table, face up.

In case the surplus pack is exhausted the players complete the play by calling from each others' hands only.

In case all the cards are exhausted from a player's hand he is entitled to draw two cards from the pack.

Children from six to ten years of age, who can not read the names of the cards, can readily play the game by calling for the letter of the alphabet and numeral, on each card (thus, A1, A2, etc.)