

As you win the cards, place them before you on the table, **face up**, with those counting the same number of points together, so that you can easily keep your score.

Continue playing until the number of points needed to win is obtained by some player. **The game is then finished whether the cards are all played or not.**

If, however, no one obtains the requisite number of points before the cards in players' hands are exhausted, **shuffle the cards, deal, and play again.**

ANOTHER POPULAR METHOD.

Adapted for a Large Company or School.

One person is elected **Reader** by the company, who taking the pack of cards, reads any question from any card, and asks the company to name the person to whom it refers. Every one in the company, who knows, or who thinks he knows, at once replies. The person whose voice is first heard to give the answer correctly is named by the **Reader** and the card is given to him, and he then becomes the Reader. The person winning the most cards **WINS the game.**

The first player who gives the correct name takes from the questioner the card bearing the question read, and lays it apart from the other cards.

Observe that when the name is correctly given, **the question card is laid aside by itself**; in all cases where a card is drawn it is kept in the hand. When a player is about to draw a card from your hand **present only the backs of your cards**, as he must select one without seeing its face.

When a questioner has been correctly answered, it becomes the turn of the player on his left to question and so on.

If no one gives the name correctly, the questioner (who has of course drawn a card from each player) reads another question from the same card, and proceeds as before.

If, after reading all the questions on a card no one is able to name the person, the questioner shows the same to the company and lays it aside; then taking any other card proceeds as before.

The game thus continues until all the cards have been laid aside, when the player having the most cards, **wins the game.**

NOTE— If a short game is desired, the entire pack need not be used, but simply a portion of it.

RULES FOR PLAYING THE LITERARY GAME OF FAME.

A GAME FOR ANY NUMBER OF PLAYERS.

PARKER BROTHERS (Inc) Publishers, SALEM, MASS. U.S.A.

Divide the cards equally among all the players.

The dealer begins the game. Selecting any card in his hand, he reads any one question thereon, and asks the next player at his left the name of the person to whom it refers.

If the player asked cannot at once correctly give the name, the questioner draws one card from him, and places it with the others in his hand, and asks the same question of the next player on the left, drawing from him, also, if he cannot tell, and so continuing until a player answers correctly.

ANOTHER WAY TO PLAY.

Deal **three cards** to each player and place the remainder of the pack in the centre of the table. The player at the left of the dealer asks a question from one of his cards of his left-hand neighbor. If not answered correctly, it goes on around the circle. If no one gives the correct answer, the card is reserved for another turn, and the next player asks a question from his cards of his left-hand neighbor, and so on.

Whoever answers a question correctly, wins that card and lays it before him on the table. Whenever a player gives up a card, he replaces it with one from the pile in the centre of the table, as long as the pile lasts.

METHOD OF COUNTING.

When there are three players, 500 points wins the game.

"	"	"	four	"	425	"	"	"	"
"	"	"	five	"	350	"	"	"	"
"	"	"	six	"	225	"	"	"	"

A card with the surname of one syllable counts 10 points.

"	"	"	"	"	two	"	"	20	"
"	"	"	"	"	three	"	"	30	"
"	"	"	"	"	four	"	"	40	"