

They also receive one additional point for each "squad" they take above the number they bid. However, if they fail to take as many "squads" as they bid, the other side — their opponents — may score the amount of the "bid." The side first securing fifty points wins the game.

Additional Hints

If your partner makes a low bid and you hold some assistance, it is often wise to raise his bid, still keeping the same company "commanding."

If you have the first bid always try to make a bid on something to let your partner know where your strength lies.

If your partner has bid on a certain "company" and you hold high cards in other "companies" you may raise the bid to "combined forces" relying on him for strength where he has bid.

When you discard, it is wise to throw away cards from a small, weak "company" so that when those "companies" are played you may "command" the "squads."

When "combined forces" are bid, and you have the lead, do not lead out your high cards from the various "companies." They will take "squads" sooner or later anyhow, and will then bring the lead back to you. But lead out from your "company" having the most cards. When the high cards have been played and you again get the lead, then your low cards will take "squads."

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RULES FOR THE GAME OF MILITAC

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IN the game of Militac are used only the eleven "Infantry" cards, the eleven "Cavalry" cards, the eleven "Artillery" Cards, and the eleven "Engineers Corps," making forty-four cards in all. This pack consists of four groups of eleven cards each, numbered from one to eleven. Each group represents one branch of the service in the U. S. Army, "Infantry," "Cavalry," "Artillery," and "Engineers Corps," and is called a company. The cards are numbered in the left hand corner, and below is the insignia of the branch they represent.

In each company the first six cards represent Privates, and the other five cards the Officers of each branch, wearing the proper insignia of their rank. Thus the cards numbered from one to six are Privates; the cards numbered seven, Lieutenants; eight, Captains; nine, Majors; ten, Colonels; and eleven, Generals.

AGCA
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Rules for Playing

Militac is played by four persons, those seated opposite being partners.

Shuffle cards well and spread face down on table, each player drawing one. The person having the highest number is the first "dealer." Deal the cards one at a time till all are out—thus giving each player eleven cards.

Then beginning at the left of the "dealer" each player in turn may "bid" or "pass." The "dealer" always has the last "bid."

To "bid" is to name aloud one "company" as the commanding force, or "commanders," also specifying the number of "squads" (tricks) he will take with that "company" as "commanders." Or, if he holds high cards of several "companies," he may "bid" to take a certain number of "squads" with "combined forces," that is, no one "company" will be "commanders."

No one can bid for fewer than six "squads." If he thinks he cannot take at least six "squads" he does not bid at all, but "passes." Thus, the bidding might be as follows:—"I bid six on guns ('Infantry')." "I Pass." "I bid six on castles ('Engineers')." "I bid seven on combined forces."

A bid of six on "Castles" (Engineers) is higher than six on "Guns" (Infantry). Bids for the same number of "squads" rank in the order given later showing the value of "squads" taken by each "command." Thus, a bid on

"Cavalry" is higher than one on "Infantry" for the same number of "squads," but less than one on "Artillery."

The player who bids the highest has first lead, and plays any card he pleases.

Each player must in turn "follow lead," that is, play a card from the same "company" as the one played by the leader, the highest card played taking the "squad."

The player taking the "squad" then becomes the leader. If a player is out of cards in the "company" that is led, he may take the "squad" by "commanding" it, that is, playing a card on it from the "commanding company." It is not necessary for him to do this, however, unless he wishes.

If his partner has already taken the "squad," or if for any other reason it would be unwise for him to "command" it, he may discard a card from any other "company."

If the highest bidder and his partner succeed in taking as many "squads" as he "bid" they may score as follows:—

	6	7	8	9	10	11
Guns (Infantry)	5	10	15	20	25	50
Sabres (Cavalry)	6	12	18	24	30	50
Cannon (Artillery)	7	14	21	28	35	50
Castles (Engineers)	8	16	24	32	40	50
Combined Forces	9	18	27	36	45	50