

POINTS OF ADVANTAGE.

A. Of course the player holding OLIVER will use all fair means to prevent its being drawn.

B. It is desirable to retain ARTFUL as he "draws well."

C. When a player is about to draw from you, extend your cards, back towards him, and spread out. Do not let him see any of your cards. This is especially needful when holding either OLIVER or ARTFUL.

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DIRECTIONS FOR



Oliver + Twist.

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DIRECTIONS

—FOR—
PLAYING THE GAME

—OF—

Oliver Twist.

—
FOR ANY NUMBER OF PLAYERS.
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1. Shuffle the cards thoroughly, and deal one at a time to each player in succession until all are distributed.

2. Players now take their cards, and the one who may be so fortunate as to hold OLIVER exhibits it and then returns it to his pack, while all the rest of the players holding matched cards, that is, two cards of the same name, place them face up on the table, and they are not used again in that game.

3. The game is now commenced by OLIVER, who draws a card from those held by the player on his right. The player on

OLIVER's left then draws from him, and so on round the circle.

4. If a player draws a card that matches one already in his hand, he places both of them on the table, face up. This rule does not apply to the player holding OLIVER, who, while he holds that card, retains all he may draw whether they match others in his hand or not; though if OLIVER be drawn from him, he must then match.

5. Whenever anyone draws OLIVER, he shows it and calls for "more," in response to which each player selects one of his cards and passes it to him.

6. The player to whom ARTFUL DODGER is dealt, and any one who afterwards may draw it, immediately shows its face, and replacing it in his hand, is entitled to draw two cards as long as he shall hold it, except when ARTFUL and OLIVER are in the same hand, in which case ARTFUL is of no special value,

7. ARTFUL DODGER is thrown out and laid on the table when only he and OLIVER remain in the game.

8. The player last holding OLIVER wins the game and deals for a new one.