



DIRECTIONS FOR PLAYING
THE
Novel • Game • of • Trades.

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There are eight trades represented in this game, four cards belonging to each trade, including besides the trade itself, three of the principal tools or articles connected with it.

1. Shuffle the cards, and distribute equally among all the players.
2. The player at the left of the dealer begins the game by calling upon any other for one of the articles belonging to some Trade which he holds in his hand (the names of these cards are printed in small type at the bottom of the Trade Card). If the first player does not happen to have a Trade Card in his hand he loses his turn to call, the turn passing to the left.
3. If the player called on has the required card, he must give it up, if not, of course he cannot, and in either case, *each player* must then *draw two cards* from the player on his left, after which it becomes the turn of the next player to call.
4. Each player must *draw two cards* from the player on the left, after each call, but if it happens that any one does not hold a Trade Card when it becomes his turn to call, he *loses his turn* and it becomes the turn of the next player to him without another draw.
5. Should a player's cards be exhausted in any way, he cannot play any more in that game.
6. When a player has a complete set in his hand, i. e., a Trade Card and the three tools belonging to it, he lays it aside, and when *all* the cards have been formed into sets, at the end of the game, the player having the greatest number *wins the game*.

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THE GAME
OF TRADES

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