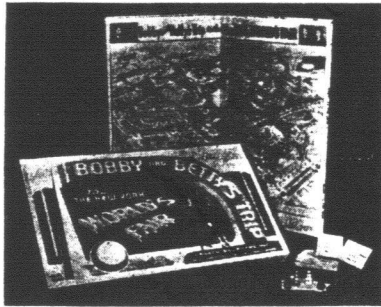


point more than the preceding book. The player who at the end of the game has the MOST POINTS is the WINNER.

Questions will be answered gladly if a three-cent stamped envelope is enclosed.

BOBBY and BETTY'S TRIP



A SIGHTSEEING TRIP ON A LARGE AND BEAUTIFUL PICTORIAL MAP OF THE WORLD'S FAIR GROUNDS

Price \$1.00 Retail — At Your Dealer's

PARKER BROTHERS, INC.
SALEM, MASS.

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RULES FOR PLAYING WORLD'S FAIR CARD GAME

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INTRODUCTION

The cards in this game illustrate some of the World's Fair Buildings and Exhibits. They are divided into 13 groups of four cards each, and the groups are numbered from A to M. The game is played in a manner similar to AUTHORS.

1. This game may be played by from three to six players.
2. THE PACK consists of fifty-two illustrated cards, divided into thirteen sets of four cards each. Cards having the same letter in the index corner belong to the same set.
3. The cards should be shuffled and dealt, one card at a time, to each player, after which

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each player should arrange CARDS OF THE SAME SET together in his hands. Some players will have one more card than the other players except when four play. The letters at the top of the cards will assist the players in arranging.

4. The name of the **Building illustrated** on the card is prominently lettered **above** the picture. The names of **three other buildings** are noted **below** the picture. The four cards showing pictures of these four buildings form one "book" or group. The object of the game is to secure as many complete books as possible.
5. The player at the left of the dealer begins by calling from any other player for a card that will help him complete a book, any portion of which he holds. A player may not call for a card unless he holds at least one card of that book. The player called upon gives up the card called for if he holds it. If the player calling obtains the card asked for of the person asked, he puts it in his own hand with his other cards of the same book and continues calling for other cards from any of the players. As soon as a player secures a complete book of four cards in his hand he places it face down in front

of him on the table. He does the same with all other books he later completes, keeping the books separate on the table so they may be counted at the end of the hand. The player calling loses his turn when he demands a card of a player who does not hold it; it then becomes the turn of his left-hand neighbor to call, and so on in turn.

6. When a player calls for a card which he already has, he FORFEITS IT to the player from whom he calls it.
7. Play continues in this manner until all the cards are made into Books (complete sets of four). The Winner of the Game is the player who has the most Books when the game ends.
8. By the use of paper and pencil a more complicated score may be kept as follows:

THE PLAYER WHO FIRST MAKES A BOOK IS GIVEN 10 POINTS, — the SECOND book earns 5 points, whether captured by the same or another player, THE NEXT BOOK 4 points, the next 3, the next 2 and the next 1. AFTER THAT the value of the books increases again. The seventh book counts 2, the eighth 3 and so on, each succeeding BOOK EARNING from then on one