

4 CARD GAMES

32 CARDS TO EACH GAME

25¢

1
OLD MAID
A 32 CARD GAME



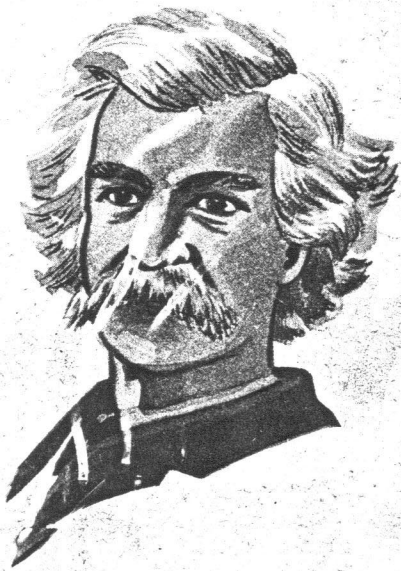
2
Fortune telling
A 32 CARD GAME



3
RUMMY
A 32 CARD GAME



4
AUTHORS
A 32 CARD GAME



OLD MAID—There are two OLD MAID cards in the deck. Take one out and put it aside so that only one OLD MAID card remains in the playing deck. The remaining cards in the deck are in pairs. After the cards are shuffled, deal them out one at a time. Play begins by each player matching as many pairs as he has in his hand and laying them face up on the table. After each player has discarded his pairs, the dealer draws a card from the player on his right. If the card he draws matches a card in his hand, he lays the pair down on the table. If it does not, he holds the card. The player to the left of the dealer continues the game by drawing a card from the dealer and so on. When all the pairs are discarded, one player is left holding the OLD MAID card in his hand.

HOW TO TELL YOUR FORTUNE—The fortune teller shuffles and cuts the cards and hands them to you to cut 3 times. The cards are then laid out in 4 rows of 8 cards each face upward. Note that if you are a girl or woman, Jet No. 1 represents you. If you are a boy or man, Ruby No. 1 represents you. Look first to see where the card that represents you is placed in the layout. All the cards touching your card tell of present events. Cards above you denote your future. Cards below you denote your past. The cards that are near or touching your card tell of events near to you, but the cards far away from you, although bearing on your fortune, are of lesser importance.

RUMMY

RUMMY—Six cards are dealt to each player if two are playing, five cards to each if three or four are playing. The dealer places the remaining cards face down on the table and takes off the top card of the pile and places it face up beside the deck. The object of the game is to get rid of all the cards from the playing hand by making either sets (3 or 4 of a kind) or sequences (4-5-6 etc.). The player to the left of the dealer starts the game by either drawing the card which is face up or a card from the top of the pile. If he desires, he may now lay down on the table face up any set or sequence in his hand. He must discard one card from his hand placing it in the face up pile. Play continues to the left, each player trying to make as many sets and sequences as he can and discarding them. The game ends when one player has laid down all his cards and has discarded the last card in his hand or the pile. Any player may get rid of some of his cards by adding to any set or sequence which is already face up on the table. The player who gets rid of his cards first wins the game.

AUTHORS

AUTHORS—The deck consists of 32 cards, or eight books of four cards each. A book consists of four cards of the same author but each card has a different title. The dealer, after shuffling the deck deals four cards to each player and places the remaining deck face down in the center of the table. The dealer starts the game by calling on one of the other players for a card he thinks he needs to complete a book. He has to call the name of the author and the title of the particular card he wants to get. If the player called on has the card, he gives it to the dealer who continues asking for cards until he fails. He then draws one card from the top of the deck. The player who was called on who did not have the card continues the game in the same way. When a player completes a book, he lays it down on the table before him. The game ends when all the cards have been gathered into books. The player with the most books wins the game.