

THE GAME OF AUTHORS.

DIRECTIONS FOR PLAYING.

This game consists of sixty cards, containing a name of an author and the title of three of his works.

The object of the game is to collect as many books as possible, by calling cards from the other players.

A book is composed of four cards ; each containing the name of an author, or the title of one of his works in large type, and the other names of the set in small type.

The Numbers and Letters, are introduced to facilitate the progress of the game ; by indicating **BOTH**, the card required when not otherwise apparent, may readily be determined. For example, a player to complete a book requires three cards ; instead of calling their titles, he may call the Number and Letters ; thus, 1—A, 1—B, or 1—C, he holding the other card, or 1—D.

The cards must be dealt one at a time, commencing with the player to the left of the dealer. After an equal distribution of the cards has been made, the person to the left of the dealer commences the game by calling from one of the players any card he may need to complete, or assist in completing a set ; if he wins, he may continue to call until refused, when the next player continues the game in like manner, and each player in turn until every book is complete. When a book is completed it is laid aside, until all the sets have been collected. The player who gets the most books wins the game.

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