

Cut all the Money Cards apart.

THE GAME

OF

KEEPING STORE.

ture card upon the table, in the following manner: If a picture card, value of 50 cents, is upon the table, a player having in his hand a 15 cent and a 25 cent card, and seeing a 10 cent card on the table, may place upon the 10 cent card his 15 cent card and declare "25 cents," and when the play again comes to him, he plays upon the 10 and 15 cent cards his 25 cent card, thus making up 50 cents, the value of the picture card which the player takes, and puts the money cards in "Cash Drawer."

It must be kept in mind, however, that in "building up" values, the money cards used in "building," if left upon the table until next turn of player, are subject to the use of the other players the same as if the cards builded were one card of the same value as the builded cards combined.

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Play "CUCKOO" for Fun.

The dealer first lays upon the table, face up, four of the large picture cards, and places the balance of the pack upon the table to be drawn from as may be required. The small money cards are then dealt equally to all the players, who hold them in their hands, face up, so that each player may see what cards they hold, without displaying them to other players.

The player at left of dealer commences the game by playing upon the table one of his money cards. Should the card played exactly equal the value of one of the picture cards, he takes the picture card and places it, face down, upon the table before him, places the money card he played in the storekeeper's "Cash Drawer," which is

represented by the box lid placed centre of table. Should the player not be able to place a money card exactly equaling the price of one of the picture cards, he may, if he can, play a money card to equal the combined value of two or more picture cards, and take those cards, putting money in Cash Drawer, as before directed ; but if he cannot play a money card, and take either one or more picture cards, as above described, he must play, face up, on the table, one of his money cards, and the play passes to next person at left.

The second player proceeds in same manner as described above for the first player, except that in connection with any money card he may have in hand, he can use the money card played on the table by first player, if any, to make up the exact sum required to equal the value of one or more of the picture cards. If he is thus able to purchase such picture cards, he takes them and deposits their price, in money cards, in the Cash Drawer ; but if he cannot take any picture cards, he must play a money card upon the table, and the next player proceeds in the same manner.

The game goes on as above described, each

player being allowed to use any money card or cards upon the table in connection with one money card from his own hand, to purchase any picture card upon the table, always depositing in the Cash Drawer the money cards which make up the price of the article purchased, as well as to purchase any picture card or cards upon the table with any one money card from his hand which exactly agrees in amount with the value, or combined values of the card or cards purchased.

The game is finished when all picture cards are purchased, when the player having won the largest amount in picture cards, adding together the values of all cards won by him, wins the game.

The following general rules must be observed in playing :

1. Whenever any picture cards are captured, there must be drawn from the pack a number sufficient to make four cards on the table.
2. When a card is captured, the money cards making up its value must be deposited in the "Cash Drawer."
3. A player may "build up," with money cards, an amount sufficient to purchase any pic-