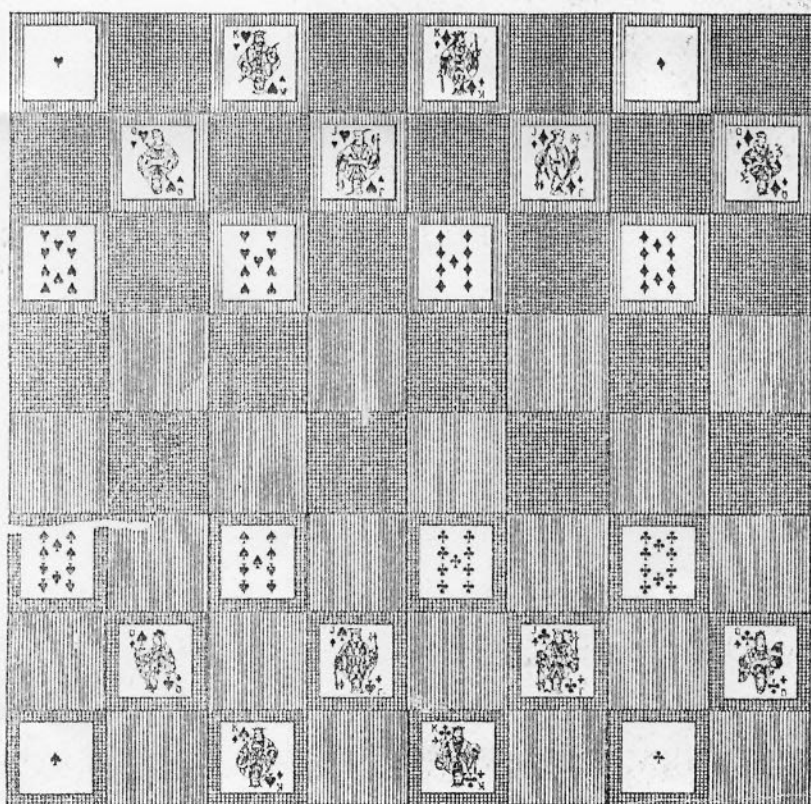


# Statue Playing Card Game.

U. S. Letters Patent No. 788,101.

Dated April 25, 1905 of U. S. A. by Andrew Gross.



## RULES FOR PLAYING.

The Statue Playing Cards should be placed exactly according to the above sketch—the red cards on the red squares, and the black cards on the black squares.

Begin by moving forward the Nines or Tens, next let the Jacks or Queens follow, but don't be too quick with your Kings, or Aces, as they protect you, and it won't be so easy for the person you are playing with, to enter the front row.

You move forward left or right, but always on your own color square; Namely—the red cards on the red squares, and the black, on the black squares; move only into one square at a time, as soon as you move your card your neighbor's chance comes next.

Before moving your card forward, you must look and see if you have'n't a card to jump or capture. Namely—if your card stands directly in front of a card, belonging to your neighbor, lower in value than your own, you can jump it, or if your neighbor's card is higher, see that you move yours away from it.

If you overlook a card that ought to be jumped or captured, your card will be taken away from you by your neighbor.

This we call blowing a card, but your neighbor must blow your card and take it away before he moves; has he overlooked to do so, he can no more take your card from you, after he once moved.

The winner of the play is he or she who succeeds first in landing his four cards in the foremost row of his four squares on the board. The winner has the right to move first in the next game.

It is only allowed to jump one card at a time, and only forward.

ACE CAPTURES—KING, QUEEN, JACK, TEN AND NINE.

KING " —QUEEN, JACK, TEN AND NINE.

QUEEN " —JACK, TEN AND NINE.

JACK " —TEN AND NINE.

TEN " —NINE.

Statue Playing Cards of the same value cannot jump each other; namely Ace not Ace, King not King, Queen not Queen, Jack not Jack, Ten not Ten and Nine not Nine.

The Statue Playing Card Game has many interesting points, which the player will find out, the longer he plays.

"PRACTICE MAKES THE MASTER."

THE STATUE PLAYING CARD GAME CO.,  
NEW YORK.