

The SWEETHEARTS G.

**Cupid.**—Should be dodged and discarded as soon as possible. Final holder has 123 deducted from total of his score.

**Quotations.**—Have no part in game. Deckhead (54) is not used.

### THE GAME OF SWEETHEARTS

Is ideal for parties, for all ages. All the world loves lovers. Everyone who can read knows the famous sweethearts composing this game. Hostesses will find that all details of entertaining almost suggest themselves. What is there more apt for a bride-elect party? or Valentine day party?

### SUGGESTIONS

Heart-shaped devices of all kinds, candy, cakes, patties, score-cards. Paper napkins, invitations, score cards, with hearts, Cupids, or sweethearts printed on them. etc.

Each game's total, or total of several games at a table, may be recorded on player's card, or on hostess' large paper, or on both. A hostess may prefer counting games, won by two or three highest scores at a table, instead of recording scores by totals.

### USE OF THREE UNTITLED PAIRS

Write names in pencil of players, in couples only. Erase when desiring to change names, repeatedly.

## HOW TO PLAY

# THE GAME OF SWEETHEARTS

TRADE MARK REG. U. S. PAT. OFF.



No Partners

Finest of Table Games

For 2, 3, 4, 5 or 6 Players



## BEWARE OF CUPID!

He will spoil your plans if you get him at the last.



## JOLLIEST GAME for PARTIES



Sold everywhere or sent postpaid for 50 cents in stamps, postal or express order, by  
**The SWEETHEARTS COMPANY**  
Columbus, Ohio

**THE THREE PAIRS**  
FOR PLAYERS OWN NAMES, NUMBERS  
125—130—135

**ARE CHARMINGLY UNIQUE. NEVER USED BEFORE.**

They add delightfully to SWEETHEARTS jollity.  
Extra sets eight cents at dealers, or send stamps to  
**The SWEETHEARTS Co.**  
Columbus, Ohio



# RULES

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**Object.**—To match as many pairs of Sweethearts as possible. High score wins. It is wise to bid for mates to your high numbers.

**Dealing.**—Cut for deal, high number dealing. Shuffle thoroughly. Deal cards one-by-one, 5 to each player. Anyone receiving a pair has its number credited to his score, sets it aside, and fills hand to 5 again. Five cards should be held constantly, until none are on table to be drawn.

**Pack.**—After deal, pack is placed face down, in middle of table.

**Names.**—At top of cards are, of course, titles of cards YOU hold. To secure mate, bid for name at BOTTOM.

**Scoring.**—Write players' names ACROSS paper, to permit score to be below, for adding up at end of game. Enter pair's top number, not total of both.

**Start.**—Player on left of dealer bids for mate to some card held. For example, if you have ROMEO (at top) offer to ANY other player 90 for JULIET. If anyone holds her, and hands to you, set pair aside. You may bid only on one name in your turn. Scorer at once enters 115 below your name and 90 to credit of player selling Juliet to you. Both of you fill your hands at once, see TURN.

**Bids.**—Any amount (less than card's number) divisible by 5 may be bid. Offer 5 for No. 50, or 65 for 70, if you see fit. All bids must be multiples of 5, like 20, 35, 80, 110.

**Seller.**—Player holding a card bid for (title at top) like Juliet, may remain silent, not having to admit having her. Or he may say, "I'll not sell for 90, give me 100." If bidder agrees, scorer enters 115 and 100 accordingly. If they don't agree, it is next player's turn. Much of the fun is in bargaining. Sell as high, or buy as low, as the current market (players) will permit.

**Discarding.**—When bidder does not get name wanted, he places one of his five cards (smallest value usually) face down beside the original pack, then from latter takes top card to fill his hand to 5 again. When original pack is used up, discard pile takes its place, another discard pile being started, etc.

**Mating.**—Should you draw from table a mate to card held, have its number scored at once, set pair aside, and fill hand to 5 from discard pile, (if none, then from main pack.)

**Turn.**—Seller draws FIRST, from main pack, BUYER must draw from discard pile (if none then from main pile.) Take by turn, one-by-one, until hands are filled to 5 again.

**Play.**—All hands must be filled, and scores recorded before next bid.

**Finish.**—When all cards are used from table, player whose turn it is draws any card from next player on right holding cards. This method continues until last pair is mated.