

DIRECTIONS FOR THE

Game of Triads or Chords.

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GAME I.

To be played by any number of persons from two to five.

Let the person at the head of the table shuffle the cards and deal them one at a time to each player until all the cards are dealt.

The person at the right of the dealer starts the game by asking any one of the other players for a letter, giving the signature and key, which together with the card or cards he may have in his hand will perfectly make or complete a Triad.

The letter in the centre is the name of the card, and you call for either one of the other letters printed at the bottom of the card. The signature is in the upper left hand corner and the key in the upper right hand corner.

If the player called upon holds the card asked for, he must present it to the person who calls for it, and who can continue to call as often as he is successful. When he fails, the player to his right plays, etc., until no more cards remain.

The person having the greatest number of Triads wins the game.

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GAME II.

This Game resembles Cassino.

This game is played by either two, three or four persons.

Shuffle the cards and deal five to each person and five to the table, turning them face up alongside of one another. Lay aside the remaining cards for another deal.

Beginning at the right of the dealer, play in turn by placing a letter on the table, which together with one or more of the cards already placed there will make or complete a Triad.

If a player has no cards in his hand to match those on the table, he must place one of his cards alongside of the cards then on the table. The player who completes a Triad takes the three cards, which makes a trick.

When the cards of any player are gone, deal again one card at a time to each player, until all the cards remaining have been dealt, but none to the table.

If at any time there are no cards remaining on the table, the next player in turn places a card there, and starts the game again. The person taking the most tricks wins the game.

If any person discovers a mistake, he cries discord, and the offender must forfeit one trick (three cards), but if the person who calls the mistake should be proven wrong, then he must forfeit one trick.

The signature is in the upper left hand corner, the key in the upper right hand corner. The letters that form the Chord or Triad are at the bottom of the card, and the name of the card is the letter in the centre.

The letters that form each Chord or Triad are as follows :

Key	Chord	Key	Chord
C	C. E. G.	F	F. A. C.
G	G. B. D.	B \flat	B \flat D. F.
D	D. F \sharp A.	E \flat	E \flat G. B \flat
A	A. C \sharp E.	A \flat	A \flat C. E \flat
E	E. G \sharp B.	D \flat	D \flat F. A \flat
B	B. D \sharp F \sharp	G \flat	G \flat B \flat D \flat
F \sharp	F \sharp A \sharp C \sharp		