

D. can count ten tricks, the game is won. The next in turn shuffles, etc. as before, the last card again decides what set are victors.

A little practice and familiarity with this game will make Games No. 8, 10, 24, 25, 33, 34, 35, and 47 easily understood.

No. 24, Quartet Game of National Emblems, is played the same as No. 23, the four sets or suits being designated by Eagles, Flags, Stars, and Shields, instead of Pres., Vice-Pres., etc. This is the most popular game in the pack when amusement only is considered. Study and practice it until made familiar.

No. 25, Quartet Game of United States Cabinet. The rules and explanations of No. 23 apply to this game. The Secretaries of State, Treasury, War, and Navy are used.

No. 26, Match Game with National Executives, for three or more persons. Similar to the game "Old Maid." Pres. and Vice-Pres. are mates; also rival Pres. and rival Vice-Pres. For example: 1st Pres. and 1st Vice-Pres. are mates; 15th rival Pres. and 15th rival Vice-Pres. are mates. Shuffle and deal; the last card is laid aside; and its mate, whoever happens to have it at the close of the game, is the Old Maid. Before commencing the game each player discards all the matches. The dealer then draws a card from his left hand neighbor; if it makes a match it is laid aside, otherwise it increases his stock, and the next in turn draws, and so on.

No. 27, Match Game with National Emblems, is played the same as No. 26, Eagles and Shields are mates, and Flags and Stars.

No. 28, Match Game with U. S. Cabinets. For rules see No. 26, Secs. State and War are mates, and Secs. Treasury and Navy.

No. 29, Exchange Game with National Executives, for three or more persons. Shuffle and deal as usual. The object of this game is to secure the most books or sets; the four cards comprising the 1st Adm. is the first book, and so on. Each examines his cards and lays aside any complete books he may have and says aloud, I have the 4th, 6th, or 10th book, as it may be. A, the dealer, commences the game by saying to B, or any one in the party, "Exchange your poorest card with me." We will suppose A holds but one card (Andrew Jackson) of the 7th Adm., B holds but one card (U. S. Grant) of the 15th Adm.; this exchange may help one or both to complete a book; should the exchange enable A to complete a book, he has the privilege of calling until he fails, B in turn exchanges, and so on. The game is won in two ways. (See No. 18.) Variety and interest is given to this game by calling the names; for example, A says, "What will you exchange for Andrew Jackson, Pres. of the 7th Adm.?" B answers, "U. S. Grant, Pres. of the 15th Adm.," and so on. (This is similar to *Game of Authors*, though much improved.)

No. 30, Exchange Game with National Emblems, is played the same as No. 29. In calling for cards say, "What will you exchange for 1st Eagle; or 15th Star?" and so on.

No. 31, Exchange Game with U. S. Cabinets; rules of No. 29 apply to this game; in calling, say for example, "What will you exchange for Geo. Bancroft, Sec. Navy, 10th Adm.?" etc.

No. 32, Draw Game with National Executives, is played the same as No. 29, excepting A draws in silence from any in the party a card, face unseen—if it completes a book, he announces which book it is, etc.

No. 33, Draw Game with National Emblems; for rules in playing, see Nos. 29 and 32.

No. 34, Draw Game with U. S. Cabinets; rules of Nos. 29, 31, and 32, apply to this game.

No. 35, A B C Draw Game, for two or more persons, (best suited to young children.) The letters at the left of the emblems only are used. Place the cards well shuffled in the center of the table, face down; A draws a card from the pack and places it upon the table, face up, and says A, N, double H, or whatever it happens to be; B then in turn draws a card and announces what it is, and so on round; the highest card wins; A is higher than B or Z; Bb is higher than B; Ddd is higher than Dd or D. The one that has the highest number of tricks wins the game.

No. 36, Notation Game, is played the same as No. 35; the numerals at the right of the emblems are used.

No. 37, A B C Grab Game, is played similar to No. 35; deal the cards equally to each, face down; each puts a card upon the table, face up, from his pile before him; the winning party puts the trick at the bottom of his pile and leads off again; the game is won when one of the party has secured all the cards.

No. 38, Notation Grab Game. See Nos. 36 and 37.

No. 39, Blockade Game, (similar to *Block Game in Dominoes*.) for two or more persons. A deals twelve to each, B commences by playing (we will suppose) No. 35, the next player must match the 9 or M, and thus the game proceeds, each player matching the outside numeral or letter. If one cannot match, the next in turn plays. If no one can match, the game is blocked. The one that holds the lowest number, by count of numerals, wins the count of all the others, which are added to his own. 50 or 100 is the game, as agreed upon. If one can play all his cards, when the last is played he cries "Domino," and wins to his count all the others. (There are but four cards of each numeral, as four 1's, four 2's, and so on. When it happens that any four cards of a set have been played, any player in the course of the game, if he chooses, may announce for matching the next numeral or set either above or below the set completed.)

No. 40, Domino Draw Game. The rules of No. 39 apply to this game, except, when one cannot play, he draws from the balance of the pack not dealt until he can match.

No. 41, Game of Great Events, for the first half century, for two or more persons. The event at the top of each card is used, discarding the first ten cards, the cards being well shuffled and placed in a pile in the center of the table face down. A takes a card from the top, and asks his left hand neighbor, What was the great event of—? (naming the year) if he answers correctly he wins the card, and he in turn draws a card and asks his left hand neighbor; if he fails to answer correctly, the next has the privilege of a trial; if no one in the circle can answer, the one calling off answers the question, and adds it to his winning cards. When all the cards are drawn, the one holding the highest number of cards wins the game.

No. 42, Game of Great Events, for the last half century, differing from No. 41 only in reading the events at the bottom of the cards.

No. 43, American History Game, is played the same as No. 41, and differs only in the use of the full set, and requiring answers to both events at the top and bottom of each card. The party may decide

INSTRUCTIONS
HOW TO PLAY
GENERAL
GAMES.
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at the outset of the game whether both questions, or one only, must be answered to win the card.

No. 44, Centenary Game, is played the same as No. 43, excepting the ten first or earliest cards are discarded.

No. 45, Electoral College Game, for two or more persons. The rules of No. 1 apply to this game, except the cards are played without being read; the one that plays the card with the highest electoral vote wins the trick; in case of a tie the priority of card wins, which is determined by the numeral at the right of each emblem.

No. 46, Game of Popular Votes, for two or four persons. Discard the first 20 cards, also the remaining Vice-Pres. and their rivals, leaving only the Pres. and their rivals from the 6th to the 15th Adm. inclusive, 20 cards in all to be used. Play according to rules of No. 45. The first best card is U. S. Grant; second best, A. Lincoln; third best, H. Seymour; fourth best, J. Buchanan, etc.

No. 47, Great Fortunes Game, for two or more, or it may be played as a Quartet and partners chosen, according to the rules of No. 23. In this game the letters at the left of the emblems are used, four kinds or sets are noticed, namely, (18) single, (18) double, and (6) triple letters of the alphabet, exclusive of the letters of value (Roman numerals) and (18) Roman numerals (letters) as I, V, X, L, C, D, M, and O. The value of each is denoted by the Arabic numeral above it. The 1st best set of cards are Roman numerals; 2d best, triple letters; 3d best, double letters; 4th best, single letters. Each card in the pack has its number from 1 to 60, which is found at the right of the emblem. Card No. 56; 14-Ddd=21,000, is the highest card of Roman numerals. The highest card of triple letters is No. 57, 15-Eee=45, the first letters of the alphabet being more valuable than the last ones, No. 57 being higher by priority than No. 60, 15-Illh=45. The highest card of double letters is No. 39, 10-Mm=20,000. The highest card of single letters is No. 13, 4-M=4,000. The value of No. 15, 4-O=40; of No. 41, 11-Oo=1,100. The value of card No. 27 is 14.

Shuffle, cut, and deal as usual; the last card denotes which set are victors; if a quartet (four) is playing, follow the rules of No. 32. The game is won in two ways, first by the party (or partners) who have the most tricks, second by the party (or partners) who have the highest numerical numbers by count.

No. 48, Game of Honored States, for two or more, is played with the Pres., Vice-Pres., and their rivals; distribute equally. A commences the game by saying, (for example,) "Illinois leads her honored statesman, Abraham Lincoln as Pres." B follows by saying, "I will match it with U. S. Grant as Pres." C plays S. A. Douglas as rival

candidate for Pres. If the party is composed of more than three, the others will play a low card of some other state—as Ill. is represented by only three cards Nos. 53, 54, and 57; A. Lincoln being the highest card (53) wins; the winning party leads again. Each player must follow with a statesman from the State that led; if he cannot, then play the poorest card of the set he holds most of.

The most valuable cards are No. 50, (Cal.) 47, (Ala.) 56, (Ga.) 55, (Me., Conn.) 59, (Ind.) 42, (Mich.) and 41, (La.) These states are each represented by only one card, and whoever can lead any of them wins the trick, as no one can match them. N. Y. is represented by 18 cards; Mass., 10, Va., 8, etc. The one that has the highest number of tricks wins the game. This and the two following games are deserving of special attention for their Historical and Political value.

No. 49, Game of Cabinet Honors. The rules of No. 48 apply to this game. In leading off A says, (for example), "N. Y. leads for Cabinet Honors, Wm. H. Seward as Sec. State." B follows by saying, "N. Y. also leads Wm. L. Marcy as Sec. War." The earliest card wins, denoted by the numeral at the right of the emblem. The two best cards are 54 (Me., or Ind.) and 59, (Iowa.) In this game N. Y. is represented on 12 cards, Mass. 16, Va. 13, etc.

No. 50, Political Campaign Game, is played the same as No. 48; the Pres., Vice-Pres., and their rival candidates only are used. A says, (for example), "I'll play Winfield Scott, as whig candidate for Pres." B plays Z. Taylor as whig Pres.; C plays Henry Clay as a whig candidate for Pres., and so on. Nos. 1, 2, 3, and 4 are played as blank candidates; No. 50 (J. C. Fremont) is the leading or best card of the Republican set, being the earliest. No. 1 (Washington) is the best card of the blank set; No. 5 (Adams) the first or best of the Federal set, etc.

No. 51, Give Away Game, for two or more. Similar to *Muggins*. Before shuffling lay the four 1's in a row in the center of the table. These are the foundation cards. The object of each player is to get rid of the cards first. Each player, with his cards before him in a pile, face down, takes the top card, if it fits any card on the table being the next higher card, it is put on top, and so on till each pile is run up from 1 to 15. If each player in turn cannot fit any of the center piles, or either of his neighbors, (the latter by a card one higher or one lower,) then he starts a new pile, face up, along side of his original pile. Each plays as many cards as he can fit; if he fails to fit he puts it on his own pile. Two points of the game should always be observed, namely, first play on the center piles if possible; 2d, each player must play from his new pile first, if it will match the center or his neighbor's piles. If by carelessness he fails to do this, and it is noticed, the cry of "Out" is heard, and each player adds one to the defaulter's new pile. When the original pile is gone the new pile is turned face down, and the game goes on.

No. 52, Pyramid Game, for four persons, (partners.) See rules of No. 51. It is mutually agreed to whom each 15 foundation card belongs, the object being to see which will get a Pyramid first, from 15 to 1. If any cards are left with the one that builds the first Pyramid, the other players may draw one at a time in turn after he has failed to fit with his own pyramid.

No. 53, Etymology Game, (the art of word-making,) for three or four persons. The letters at the left of the emblems are used. Shuffle and deal an equal number to each. If three are playing they may play for the following words, one at a time: Ape, Boy, Cat, Dog, Elk, Fin, Gum, Hat, Ink, Jug, Key; if four are playing: Aunt, Barn, Cozy, Dial, Eggs, Foil, Gout, etc. A commences by saying, I call for the word Ape, or any of the above words that he can lead the initial letter; B plays some card that has the next letter on it; C plays the next letter, and so on; when one cannot play the next in turn follows; the highest card in the order of their number wins; the party that wins calls for another word, and leads the first letter of the same; at the close of the game, the one that holds the highest number of words wins the game. The cards in which double and triple letters occur, only one letter at a time can be used.

No. 54, Syntax Game, (the art of sentence making,) for two or more, is played the same as No. 53. The leader makes choice of one of the following sentences, and leads the initial letter: *Welcome, one and all; Happy are we to-night; The Union forever; Our national emblem; The old flag forever; Long may it wave; Work before play;* or any sentence which the letters of the cards will make. The one that plays the highest card in the sentence wins. Shuffle and deal again.

No. 55, Upside Down Game, for two or more. The letters at the left of the emblems only are used. Place the first 26 cards (letters of the alphabet) in the center of the table, well shuffled, face down. Shuffle and distribute the balance equally. Each player, with his cards spread out before him, face up, takes a card from the center pile, announces its letter, and lays it aside; if any player has one or more cards with a corresponding letter he turns them face down, the next turns up a card, and so on. 150 or 200 may be agreed upon as the game. The one that turns all his cards down first wins to his count all the bold numbers of the others that are not turned down; the next that turns down all his cards wins to his count those not already turned down. When the center pile is gone, if any have cards not turned down, it is proof of an oversight, and their count takes that much from the game of the offender.

Every historical fact here noted is believed to be correct. If any errors are discovered, the Publisher will gladly correct the same if attention is called to it.

Amusement and Instruction Combined.

THE History of the Government, comprising its most prominent events and actors for 100 years, are briefly told in its 15 Administrations, from Washington's (1st) to Grant's (15th), which are familiarized in the use of the following games: **First of all**, become familiar with the contents of the cards, which is easily done by arranging them in the order of their events, rank, or value. Each card has its number, from 1 to 60, found at the right of each emblem. That which is most prominent on these cards are the national emblems, Eagles, Flags, Shields, and Stars, fifteen of each. The bold numerals, four of each, from 1 to 15, at the left of each emblem, denotes to which Adm. the card belongs. Underneath these are found the letters of the alphabet used in Games Nos. 35, 37, 47, 53, 54, and 56. The bold letters **G. A. M. E.** at the right of the emblems, are used in Games Nos. 39, 40, 51, and 52; they also facilitate in calling for cards in Games Nos. 18, 19, 20, 29, 30, and 31. Underneath these is the number of each card from 1 to 60. The top and bottom lines of the first ten cards give the most important events prior to 1776. The top lines of the 50 cards from 11 to 60 give the most important events of each year of the first half century; the bottom lines of the same give the leading event of each year for the last half century. Over and above the emblems in bold letters are found the names of each President, each Rival Candidate for Pres., each Vice-Pres., and each Rival Candidate for Vice-Pres. for 100 years. **On the Eagle or G** cards (1 to 15) are found in bold letters the names of every Pres. of the U. S., from what State, over what Adm. they presided, when inaugurated, how long in office, when born, when died, (if deceased,) their politics, number of electoral votes, and the popular vote of each from J. Q. Adams to U. S. Grant. Underneath the Eagles are found in bold letters the names of every Secretary of State, the State they represented, and what Adm. they served. **On the Flag or A** cards (1 to 15) are found the names of every Rival Candidate for the Presidency, the State they represented, the Adm. over which they sought to preside, their politics, electoral vote of each, and popular vote of each from Henry Clay to Horace Greeley. Underneath the Flags are found the names of each Secretary of the Treasury for 100 years, the States they represented, and what Adm. they served. **On the Shield or M** cards (1 to 15) are found the names of every Vice-Pres., the States they represented, their politics, their electoral vote, and what Adm. each served. Underneath the Shields are found the names of every Secretary of War, the States they represented, and the Adm. they served. **On the Star or E** cards (1 to 15) are found the names of every Rival Candidate for the Vice-Presidency, the States they represented, their politics, and for what Adm. they were candidates. Underneath the Stars are found the names of every Secretary of the Navy for 100 years, where from, and what Adm. served. The name of each State and Territory is found at the bottom of the cards, the date of their admission into the Union, or of their territorial organization, is given; also, the population of each by the Census of 1870. The upper figures at the left of each State denotes the chronological order of their admission; the figures underneath denote in what period the State was admitted, whether in the 1st, 2d, 3d, or 4th. The upper figures at the right of each State denote the comparative rank of each according to the population of 1870; the figures underneath denote the magnitude of each State, whether it be the 1st, etc.

The superiority of this set of cards over all others is manifest from the almost endless variety in which they may be played in their various combinations. Games Nos. 7, 9, 18, 20, 23, 24, 25, 26, 29, 39, 47, 48, 49, 50, 52, and 54 are best suited for adults. **Read and re-read** the rules, study and practice the games, until made familiar. The above-mentioned games are specially commended as the most **fascinating and instructive** games in the whole range of parlor amusements.

EXPLANATION OF ABBREVIATIONS.

ADM., Administration; **AM.**, American; **B.**, Born; **D.**, Died; **DEM.**, Democrat; **E. V.**, Electoral Vote; **FED.**, Federal; **IND.**, Independent; **LIB.**, Liberal; **POP.**, Population; **P. V.**, Popular Vote; **PRES.**, President; **REP.**, Republican; **T.**, Term; **V. P.**, Vice-President; **Y.**, Years.

No. 1, American Chronology Game, (A.) In this game only the events comprising the top line of each card are used, and may be played by two or more persons. A mixes the cards; B deals, face down, a card to each until all are distributed; C selects a card and reads the event at the top, omitting the date, and puts it upon the table, face down; D next follows in like manner, and so on until all have played. The one that played the card with the earliest event wins the trick; the winning party leads off another set, and so the game goes on until all the cards are used. The one that has the most tricks wins the game, or the number 5 or 10 sets may be agreed upon as the game.

No. 2, American Chronology Game, (B) is played the same as No. 1, the bottom lines only being used.

No. 3, Odd or Even Game, (A) is played the same as No. 1, except the one that leads, in reading the event omits the date, and says *odd or even*, as denoted by the date of the card. If he says *even*, then all must play a card of even date; if *odd*, then all must play odd dates. The earliest date of course wins. If toward the close of the game one cannot follow the leading card, he passes, or omits playing, until such card is led that he can follow.

No. 4, Odd or Even Game, (B) is played the same as No. 3, except in the use of the historical events, the bottom line only is used.

No. 5, Grab Game, is played by three or more persons—may be played as a quartet, and choose partners if desired. Shuffle and deal as before directed. A leads off, face down, and the rest follow, same as in No. 1. If he reads an event at the bottom of the card, he says, "Last half century;" if at the top of card, he says, "First half century;" and all must play cards with the events and dates at top or bottom as called for by the leader. A takes up the cards and passes them to the one that played the card with a date nearest to the leading card; these are put at the bottom of those already in his hand, and he leads the next set. In this way the cards are all won by two persons. If they are partners the game is theirs; if not partners, the one that has the most cards by count wins.

No. 6, Vendue Game, is played by any number of persons. A holds all the cards, and draws one from the pack, or may take them in turn from the top or bottom, and says to B, "What will you give for 1849?" (supposing that he held that card.) If he says, "Discovery of gold in California," the card is won at his bid, A draws another card and says to C, "What will you give for —?" (naming the date.) If he fails to give the correct answer, the next in turn bids, and so on till all are used or sold. A (auctioneer) bids in for himself all the cards that no one can answer. The one that wins the most bids has the game.

No. 7, The Union Game, for two or more persons. The names of the States and Territories are used, (48 and four blanks, 52 in all,) the last eight cards, 53 to 60, are discarded. The value of each card is denoted by the upper numeral prefixed to it. Delaware is the best card, being the 1st State in the Union; Wyoming, the 48th, being the poorest card. The four blanks, 49 to 52, are the lowest in value. Shuffle, and deal as usual. Each player, with his cards before him in a pile in the order in which they were dealt, plays a card from the top and puts it upon the table, face up, commencing with the dealer. The highest card wins the trick. The winner leads again, and so on until all are played. The one that has the highest number of tricks (in one, two, or three deals, as may be agreed upon) wins.

No. 8, The Union Quartet Game. The rules of Game No. 23 apply to this game. The four sets of cards are denoted by the lower numeral at the left of each State or Territory. The 13 original States belong to the 1st period, 14 to 26 inclusive belong to the 2d period, 27 to 39 to the 3d period, 40 to 52 to the 4th period; the four last are blanks, but count in the game, 52 in all.

No. 9, Excelsior Game, for two or more, is played the same as No. 7. The value of each card is denoted by the upper numeral at the right of the State, which designates its rank; this is determined by the Pop. as given by the census of 1870 found under each State, New York being the highest, and Alaska the lowest.

No. 10, Excelsior Quartet Game, is played the same as Game No. 8. The four sets of cards are denoted by the lower numeral at the right of each State or Territory. The States from 1 to 13 inclusive are States of the 1st magnitude, 14 to 26 the 2d magnitude, 27 to 39 the 3d magnitude, 40 to 52 the 4th magnitude. See No. 23.

No. 11, Census Game, for two or more, is played the same as Game No. 7. The leader, after each have played, reads aloud the population of each State, the largest wins—the winner leads off and reads the next set, and so on. The rank of each State is denoted by the upper right numeral affixed to each State. This game is made more instructive by each player holding his cards and reading the State and its population as the cards are played.

No. 12, Duet Game of National Emblems, for two or more. Place the cards well shuffled in the center of the table, face down. Eagles and Shields are mates, (the historical events at the top and bottom of these cards are of even date;) also Flags and Stars, (the events at the top and bottom of these cards are of odd date.) A takes the top card and calls aloud the emblem, and places it upon the table, face up. B, in turn, plays the next; if it matches A's card he wins the trick and sets them aside; if not, then A plays the next card from the pile; if it matches the last card put down he wins; if not, they keep putting down cards until A or B matches the last card put down by his rival, and he wins all the cards. The winning person leads again, and so on until the cards are exhausted. The person playing the last card takes all on the table whether he matches or not. The one holding the highest number of cards wins the game.

No. 13, Everlasting Game of National Emblems, is played the same as No. 12. Interest and variety is added to it by each person taking an equal number of cards in a pile to himself, and as each wins a trick, putting them at the bottom of his pile, and thus keep on playing until one of the party wins all the cards.

No. 14, Duet Game of National Executives, is played the same as No. 12. Pres. and Vice-Pres. are mates, also rival Pres. and rival Vice-Pres. These are easily distinguished by their corresponding emblems.

No. 15, Everlasting Game of National Executives. The rules of Nos. 13 and 14 apply to this game.

No. 16, Duet Game of U. S. Cabinet, differs from No. 19 only in matching Cabinet Officers. Secs. of State and War are mates; also Secs. of Treasury and Navy.

No. 17, Everlasting Game of U. S. Cabinet, is played the same as Nos. 13 and 16; calling each Secretary's name when played.

No. 18, Four-in-Hand Game of National Executives, for three or more persons. (Similar to Game of Authors.) The Pres. and Vice-Pres., and their rival Candidates, for 100 years are used, comprising 15 sets, or Administrations; and four cards to each set. (This game, and No. 20, are specially commended to young and old for their Historical and Political information, as well as their fund of amusement.)

A shuffles, B deals, and C commences by calling for a card from any one he chooses, to help complete a set of which he already holds one or more. *Example:* The 10th set, or Adm., is composed of James K. Polk, Pres., (G); Henry Clay, rival Pres., (A); Geo. M. Dallas, Vice-Pres., (M); T. Frelinghuysen, rival Vice-Pres., (E). If C holds the Pres. and Vice-Pres., he may call for the rival Candidate for Pres., 10th Adm.; if the person called on has it, he responds by saying, "Henry Clay." C then calls for the rival Vice-P., 10th Adm.; if the person called on has it he responds by saying, "T. Frelinghuysen." C continues to call until he fails. The next in turn continues to call for persons and papers (cards) to complete some partial book, or Adm., that he holds. Each Adm. when complete makes a **G. A. M. E.** or trick, and is laid aside.

All the cards in each book are recognized by the numeral that denotes the Adm. to which it belongs. The game may be won in two ways, (if all agree,) by the one that holds the most books or tricks, or (by count) the one that has the highest sum total of Administrations. If one has the 1st, 6th, and 15th Adm., he counts 22.

No. 19, Four-in-Hand Game of National Emblems, is played the same as No. 18, except, in calling, you ask for 1st Eagle, 1st Flag, 1st Star, and 1st Shield, etc., to complete a book.

No. 20, Four-in-Hand Game of United States Cabinets. The rules and instructions of No. 18 are applicable to this game. In calling you ask for 1st Sec. of State, 1st Sec. of Treasury, 1st Sec. of War, and 1st Sec. of Navy to complete a cabinet, and so on.

No. 21, The Politicians' Four-in-Hand Game. Discard or lay aside the first 20 cards of the pack, and the game is played the same as No. 18; it differs only in asking for the Popular vote of the Pres. or rival Pres. of a certain Adm. When the Vice-Pres. or rival Vice-Pres. is wanted to complete a book, ask for them for that purpose as their popular vote is not given.

No. 22, Electoral College Game, (a Four-in-hand Game.) The rules of No. 18 apply to this game. Any player having one or more cards containing the Electoral vote of any particular Adm. may call for the remaining cards, one at a time, that complete that Election, by asking for the Electoral vote of the Pres. or Vice-Pres., etc., of the Adm. he wishes to complete.

No. 23, Quartet Game of National Executives, for four persons. The Presidents (1 to 15) and their rival Candidates, (1 to 15,) the Vice-Presidents (1 to 15) and their rival Candidates, (1 to 15,) are used in this game, comprising the fifteen Administrations in the history of the U. S. Government. The four sets (or suits) of cards which are known by the Eagles, or G's, (1 to 15) are Presidents; the Flags, or A's, (1 to 15) are rival Candidates for Pres.; the Shield, or M's, (1 to 15) are Vice-Pres.; and Stars (1 to 15) are rival Candidates for Vice-Pres. A and C, B and D, are partners by mutual consent, or this may be decided by the two that draw the two highest cards. A shuffles, B cuts the pack, C deals face down, to the left, one at a time, to each till all are distributed. The last card comes to the dealer, which he turns face up, that all may see it; if it is a President he says, "Pres. are victors," if rival Pres., he says, "Rival Pres. are victors," etc. The value or rank of each card is known by the numeral prefixed to the Eagle, Flag, etc., denoting what Administration. Washington ranks the highest, or best card of the Pres.; Grant, the 15th Adm., or lowest card of that set (or suit.) John Adams, in the 1st Adm., is the first best or highest card of Vice-Pres.; and Schuyler Colfax, the 15th Adm., or lowest card, and so on.

The lowest card (15) of victors will take even the highest cards of the other sets whenever it happens that one cannot follow the suit led. D, at the right of the dealer, commences the game by putting down a card face up; if he holds any of the leading cards (1st Pres., 1st Vice-Pres., 1st rival Pres., which is blank, or 1st rival Vice-Pres., a blank) it is the best policy to play them, and all must follow suit from left to right by playing the same kind or set of cards. The highest card of the four on the table wins the trick. If you cannot follow suit, a low card of victors will win, unless the party following is also unable to follow suit, and he should play a higher victor, and thus win. If you should not care to play a victor, and think your partner able to take the trick, then play (or throw away) a low card. The party who plays the last card has an opportunity of knowing which of the three already played holds the trick; if the card played by his partner wins, then the last player puts down a low card, or, if his partner has played low, it is his duty to play high if it will win, otherwise play low. It is policy for the second player to put out a low card (unless he have the highest card not already out of the set that led) and rely upon his partner to win. Victors can only be played when victors lead, or whenever you are unable to follow suit. The one whose card won the trick leads again, and so on until the fifteen sets or tricks are taken. A and C count their tricks, B and D theirs; four tricks make a book, and all the tricks in excess of four count toward the game, and when A and C, or B and

1874

AGCA
ARCHIVES

E. B. TREAT

1799 George Washington dies.

MARTIN VAN BUREN, (N. Y.)

(Dem.) Pop. Vote, 1,128,702; E. V. 60.

J. G. BIRNEY, (N. Y.)

(Abolition) Pop. Vote, 17,609.

Rival Pres. Candidates 9th Adm.

9**Hh****A****34****THOMAS EWING, (Ohio.)**

W. Forward, (Pa.) G. M. Bibb, (Va.)

Secretaries of Treasury, 9th Adm.

34**3**

Jan. 29, 1861. Pop. 364,399.

KANSAS**29****3**

Gold discovered in California, 1849.