

RULES FOR PLAYING THE
Game of FAMOUS PAINTINGS
(No. 1117)

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The pack consists of 52 cards, representing the works of the leading artists of the world. It is divided into four Clubs of 13 cards each, designated by the letters A, B, C and D. The cards of each Club are numbered consecutively from 13 down to 1. Various games may be played with them according to the following rules.

FAMOUS PAINTINGS, No. 1

This game represents a popularity contest, in which two Clubs represented by Series A and B are allied against the other two Clubs, represented by Series C and D. Each Club has a Ruler, represented by Card No. 13.

Deal seven cards to each player, one at a time; then turn up the top card on the pack. Whatever Club this card represents is said to be "crowned" and the cards of that Club have greater value than those of any other Club. When a Club is crowned, the Ruler card (only) of its allied Club is crowned also. The Ruler card of the Club crowned is the highest card in the pack, and the Ruler card of the allied Club is the next highest. Thus, if a card representing Club A is turned up, that Club is crowned and its Ruler card (A13) is the highest card in the pack. The Ruler card of Club B (B13) is next highest.

The cards rank as follows: 1st, Ruler card of crowned Club; next, Ruler card of allied Club;

next, cards of the crowned Club, according to number, 12 first, 11 next, etc., then the cards of the other three Clubs, according to number and the Club led, the Ruler card of each ranking first (except of the allied Club, which now belongs to the crowned Club); 12 next, 11 next, etc.

The player at the left of the dealer begins by playing a card from his hand, and each player to the left plays on it. If possible, each must play a card of the same Club as the one led; if not, he can play a crowned card to take the play, or may throw an unimportant card of any other Club on it. The highest card of the Club led takes the play, unless crowned cards have been played on it, in which case the highest crowned card takes it.

The winner of this play then leads a card, and each player to the left plays on it as before.

When all the cards are played from the hands, the points are counted and a new deal is made, the deal passing to the left.

Each play taken in scores one point, and eleven points constitutes a game.

In leading, a high card of an uncrowned Club should be led, unless numerous high crowned cards are held, in which case the highest of them should be led.

FAMOUS PAINTINGS, No. 2

In this game the artists in Club C have incurred the ill-will of their brothers of the other three Clubs, who no longer desire to associate with them—the object of the play, therefore, being to get rid of the cards representing these undesirable artists. The following rules must be strictly observed.

Deal the entire pack, one at a time, to the players. If three play, the card B1 should be discarded, or if five play, B1 and D1 should be discarded, so that the cards will deal out evenly to the players.

The player to the dealer's left leads a card of any Club, and each player to the left plays, in turn, on it. Each must play a card of the same Club as led, if he has it. If not, he may discard a Club C

card on it (since the object is to get rid of the Club C cards) or a card of any other Club.

The highest card of the Club led takes the play, and the winner leads to the next play, and so on until the hands are played out, when the points are counted and another deal is made as before.

The entire object of the game is to avoid taking any Club C cards and to get rid of those held.

A player having a card of the Club led and not playing it (playing a card of some other Club instead) is fined three points.

In playing, the cards of each Club rank in value as follows: 1st, Ruler card; 2nd, No. 12; 3rd, No. 11; and so on down to No. 1. (There are no crowned or allied cards as in game No. 1.)

After each hand is played out, one point is scored by each player for every Club C card he has taken in. The player first scoring 20 points loses the game, and should be made to pay any reasonable penalty, to be named by the player having the least number of points. Or, the remaining players may continue the game until all except one have scored 20 points. This one player then wins the game.

As a general rule, during the first part of the play, each player should get rid of his highest cards of all Clubs, the object being to get the hand in such shape that toward the latter part of the play (or when the Club C cards begin to be played) he can avoid taking any plays. Club C cards should never be led unless they are such low ones that you are sure none one will be compelled to take them. Thus, the Club C card C1 or C2 can be led, as the other players must play a higher Club C card on it, and thus take it.

FAMOUS PAINTINGS, No. 3

In this game the numbers of the upper left hand corner, only, are used.

Deal four cards to each player, and turn four face up on the table. If the player at the left of

the dealer finds that by adding the number of any card in his hand to that of a card (or to the sum of two or more cards) on the table he can secure the sum of 26, he immediately makes such play, taking in all the cards in such combination. Or, if he finds that he can add a card in his hand to one or more cards on the table, and by letting them lay until it is his turn again to play, can then secure the sum of 26 by adding a second card from his hand, he so plays, and announces that he is "building." If he cannot make any successful combination, he must lay one card on the table. Next player to the left then plays, and so on around the table. Any player can take a "bulldozed" lot of cards if he can complete the combination and secure the sum of 26 with a card from his hand.

Points count as follows, for players taking them: Most cards, 2; most cards of Club A, 1; most cards of Club B, 1; most cards of Club C, 1; most cards of Club D, 1; Ruler card of Club A, 2; each other Ruler card, 1; lowest Club D card, 1.

Nineteen points constitute a game.

FAMOUS PAINTINGS, No. 4, OR GAME OF "HOO-DOO."

After shuffling the pack, the dealer should draw one card at random from it, and lay it to one side, so that its face cannot be seen by any of the players. The cards are then all dealt out, one at a time, around toward the left.

The players then assort all the pairs out of their hands—two 1's, two 2's, etc., without regard to what club they represent) and lay the pairs on the table. The player at the left of the dealer then begins the play by drawing a card from the dealer's hand. If, with the cards drawn, he has another pair, he immediately lays it aside. The next player to the left then draws a card from the first player's hand, and so on around the table. The player holding the odd card at the end of the play is the "Hoo-doo."

FAMOUS PAINTINGS, No. 5, OR "SNAP JACK."

Deal out all of the cards, one at a time, each player laying his cards on the table in front of him, in a pile, face down. The player at the dealer's left begins the play by taking his top card and placing it quickly on the table in front of him, face up, so that all can see it; the next player follows, and so on around the table. Should two cards of the same rank (for instance, A1 and B1 be turned up at the same time the first player who correctly calls out the name of the picture illustrated on the last card turned up, takes all the cards in the two piles on which these two cards lie, and adds them to his played cards to be counted toward winning the game. The player having the most cards at the completion of the deal wins the game.

The rules used in the game of "Authors" may also be applied to this pack. Deal four cards to each player, and lay the pack on the table, face down. Each player, beginning at the dealer's left, calls from any one of the other players, by name of artist and title of painting, for a card needed to complete or help complete a book, part of which he holds. If held by the player called upon, it must be given to the caller, who then calls for another card from any other player as before. If he fails to secure the card called for he takes one card from the pack and the call passes to the left. The player securing the most books wins the game. A book consists of four cards of each Club, in numerical rotation as A1, A2, A3, A4. The four Ruler cards also constitute a book. If all the cards are exhausted from a player's hand, he draws one from the pack. Should the pack become exhausted, the players call from each others hands only.